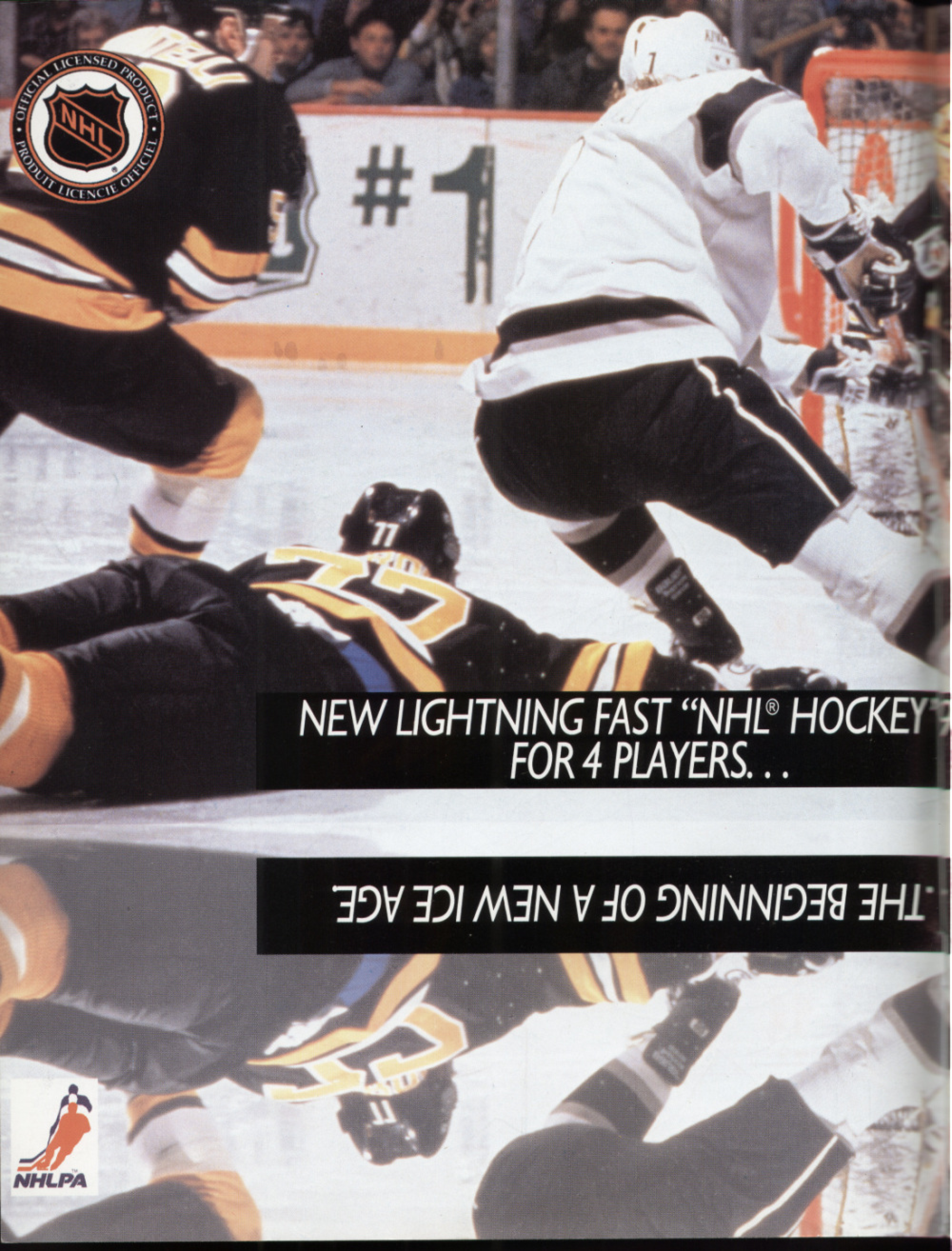


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COVER STORY

STREET FIGHTER II: CHAMPION EDITION



We are proud to present the biggest Megadrive game of the year and certainly the hottest exclusive review ever. Yes folks, we have Street Fighter II: Special Champion Edition brought to you in all its technicolour glory in a special 20-page Street Fighter II commemorative book, free with this issue revealing all you could ever want to know about the game — and then some. And between these hallowed pages we've put it up against its so called closest contender — Mortal Kombat — to see who comes out tops. Turn to PAGE 22 for the carnage...



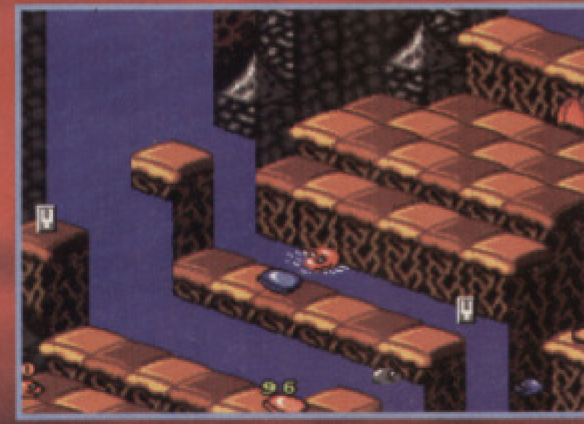


CON

REVIEWS



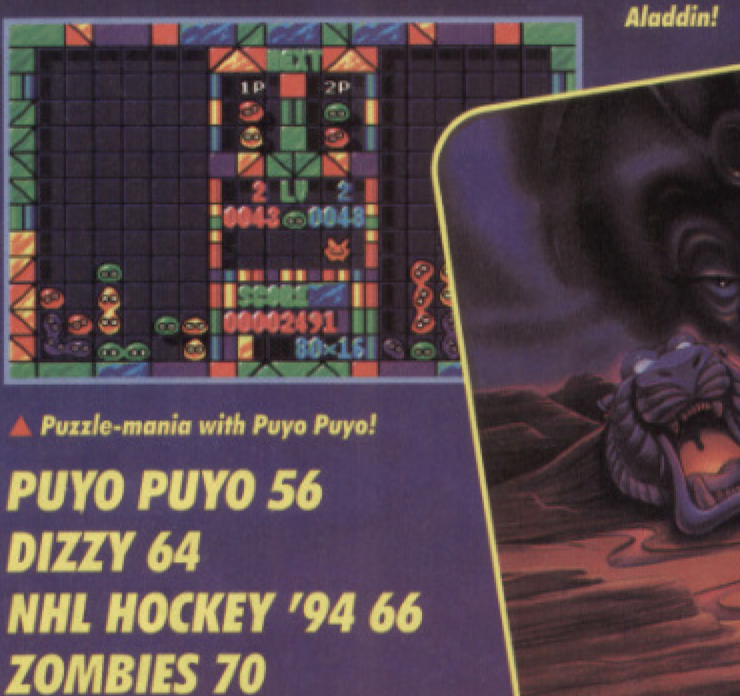
MEGADRIVE



▲ *Bizarre disembodied snake antics on Page 46.*

EXCLUSIVE!

Check out this truly breath-taking and enormous maze game based on the arcade all-time classic — utterly amazing stuff and the best use of the Sega Tap so far!



▲ *Puzzle-mania with Puyo Puyo!*

EXCLUSIVE!

A thoroughly bizarre arcade adventure brought to you by the makers of Micro Machines — check out our EXCLUSIVE review!



EXCLUSIVE!

The first review of this intriguing conversion of the Super NES game based on the webby wonder of super-hero land. We let you in on the action.

▼ *Disney magic on the Megadrive with Aladdin!*





MEGA-CD



Fab shooting action with Thunderhawk — P42.



MASTER SYSTEM



GAME GEAR



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ART EDITOR
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DEPUTY EDITOR
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DEPUTY ART EDITOR
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PRODUCTION EDITOR
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SOFTWARE EDITOR
PAUL 'IT IIIISSSSS!' DAVIES
CONTRIBUTORS
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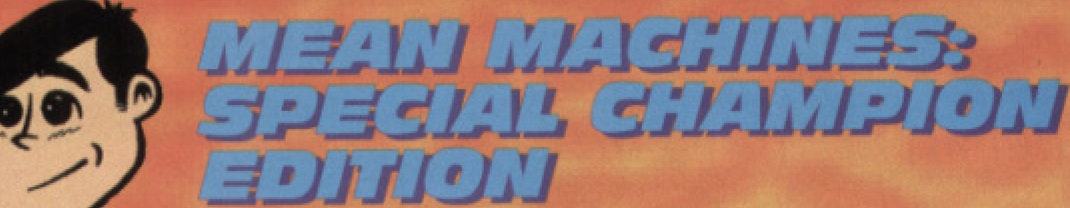
SSPECIAL THANKS TO: Gary Harrod for continuing the fine rubber glove traditions initiated by master vet, James Herriot. Also our never-ending thanks go to Martin Whatsisface at the Video Game Centre in Bournemouth for being the only living person to extract a copy of the excellent Puyo Puyo from Japan. Contact him on 0202 527 314. In addition, we'd like to praise the ever inquiring mind of George at ICE Distribution (0302 340 079) who bestowed the copy of Keio's Flying Squadron upon us.

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COMPETITION RULES
EMAP IMAGES staff and their families, friends and pets are ineligible for any competitions that MEAN MACHINES SEGA runs. However, if a large suitcase full of cash arrives addressed to us, with your name and address inside, we might let you win a competition — providing that the prize is a large, empty suitcase.

FINAL ROUND! FIGHT!
Rich here, just visiting the MEAN MACHINES offices between bouts of violent illness. Bad one eh? Still, two weeks of holiday awaits me as soon as I finish this final bit. Huzzah. Right well, that's it. I'm off. See you later, unless I die or something.



MEAN MACHINES: SPECIAL CHAMPION EDITION

RICH

Welcome to a *very special* edition of the top-selling Sega magazine. This month, we exclusively reveal the Megadrive version of Street Fighter II: Special Champion Edition — a game which we reckon is one of the greatest Megadrive games ever released.

What's more, we're prepared to put our money where our mouth is! We've spent a five-figure sum putting together and printing a special 20 page Street Fighter II celebration edition, with all the information about Street Fighter you'll ever need. Every special move revealed, every single option of the game gratuitously exposed, all the characters' stats brought to light and 24 devastating combination attacks revealed. It's entirely free with this month's MEAN MACHINES.

It's the ultimate guide to the best beat 'em up ever devised, put together by the masters of Street Fighter II. To our knowledge, we're the only Sega mag to actually own the coin-op SFII (we've had original, Champion Edition and now own the Turbo PCB) — and our two years of intense SFII play make us the best people to tell you all about the Megadrive game.

MEAN MACHINES SEGA: the definitive Street Fighter II review, written and designed by the best players. We hope you enjoy it.



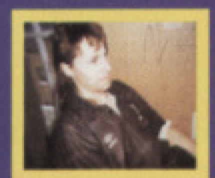
THE THRONE ROOM

Hold your noses, this is the MEAN MACHINES SEGA office bog. No ordinary powder room this mind, for this also functions as our hall of shame. Anybody who we find irritating or just plain stupid-looking is sure to find their mug-shot decorating these four, rancid walls sooner or later. Everyone from Charles Manson to Radion Automatic gazes down or up at you (depending on viewpoint) If you think you're dire enough to earn yourself the honour of pride of place in our loveable latrines (as well as the mag in an all new section), send your snapshot to FOUL AND FESTERING HALL OF SHAME at the usual address.



...ORIAL

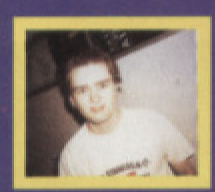
They may look like they have cast-iron nerves but every last one of the MEAN MACHINES SEGA staff is a spineless, big-chicken yellow-belly, and here's the proof!



JULIAN 'LITTLE PRICK' RIGNALL

Jaz's unfailing ability to throw any meeting into complete disarray with a careless comment traces back to his childhood. At the age of 13, the young Rignall and a 'mate' pondered a sprawling wasp's nest and its bad-tempered occupants. Just for a laugh the junior Jaz lobbed a brick into the nest only to find both he and his chum engulfed in a cloud of black and yellow terror on wings! Did they run? Of course they did!

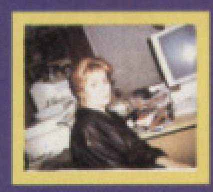
CURRENT FAVE GAMES:STREETFIGHTER II: SPECIAL CHAMPION EDITION



RICHARD 'PHASED' LEADBETTER

Rich is virtually unshockable. Extended exposure to the colourful and inventive vocabulary of the infamous Gary Harrod has taken its toll on his senses over the years. Yet the shrill cry of a Star Trek Phaser at one in the morning almost caused poor Rich to have an unfortunate accident in his bed. Of course our beloved Ed soon regained his composure and has since reduced the whole terrifying affair to being simply "quite sinister".

CURRENT FAVE GAMES:STREETFIGHTER II: SPECIAL CHAMPION EDITION



LUCY 'FOOT-BAWL' HICKMAN

The office hard-headed woman knows how to handle creeps but freaks uncontrollably when it comes to spiders. Long ago, during a school assembly, Lucy spied a lad who had insisted in bringing his pet Tarantula along, which he duly kept in a cage — or so he thought! In truth the curious, furious arachnid made good its escape. At about the same time that this awful realisation dawned on its clumsy owner's mind Lucy happened to glance down at her feet and there was Mr Spider! It's little wonder the girl was volunteered for the school athletics that year.

CURRENT FAVE GAMES:PUYO PUYO



OZ 'COCKROACH' BROWNE

Before coming to grind his boogaloo backside to the bone here at MEAN MACHINES Oz followed a more culinary vocation at a respectable Burger Bar. Everything was fine until he went to skive and make a snowman in the freezer. There he discovered an arctic cockroach — the fiercest insect-type pest alive! It would have eaten him too had Oz not slammed the door and rushed out of the bar, never to be construct a double-cheese-triple-sausage-dog-burger-hold-the-leash ever again in his life!

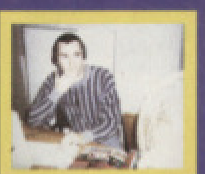
CURRENT FAVE GAMES:STREETFIGHTER II: SPECIAL CHAMPION EDITION



ANDY 'ILL-MET' MCVITTIE

Being tall ensued that Andy could maintain some kind of self-respect at school but even he admits to being particularly spooked by one strange kid two years above him. Whilst scuttling home one evening, Andrew and his mate were discussing the origins and possible habits of this strange lad who's father, they had decided, was none other than Boris Karloff. In turning a corner who should Andy bump into but Frankenstein's half-cousin, twice-removed himself who boomed "we meet again kid!". Dingh!

CURRENT FAVE GAMES:PUYO PUYO, ROCKET KNIGHT ADVENTURES



ANGUS 'HERB CRAWLER' SWAN

Angus has many a tale to tell about cavorting through other peoples back gardens in the middle of the night. However, on this occasion, a mere signet of the swan we know and like a bit went rooting for apples with a few of his freins. Under the cover of darkness the wee mischief makers were at once exposed when a disturbed neighbour hastened to switch on the kitchen light. The pale moons that were Gus and his partners in crime's shocked faces soon vanished as the guilty party fled into the night!

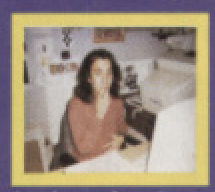
CURRENT FAVE GAMES:STREETFIGHTER II: SPECIAL CHAMPION EDITION



PAUL 'IN YOUR FACE' DAVIES

Inspired by Saturday morning, children's television Paul's early years were full of exploration and wonder until one foul encounter ruined all his fanciful perceptions of life forever. At the tender age of six Paul discovered a pile of golden treasure, shimmering behind a pirate's shipwreck. Leaning over to get a closer look Paul heard a faint buzzing that immediately became a deafening thrumming in his ears. Hundreds of blue-bottle flies flew up into the screaming kid's face from the steaming pile of whoopsy that had been deposited behind a neighbour's garage (the ship wreck). Now Paul's thoughts never waver from the factual and he always makes lots of sense to everyone all the time.

CURRENT FAVE GAMES:PUYO PUYO, ROCKET KNIGHT ADVENTURES



TOM 'THE BRAVE' COX

Sniffing and wiping his nose, scuffling his feet and jabbing into thin air, Tom recounts a time when he and his friends were leaving his local youth club. Once outside they were greeted by the toothless grins of the neighbourhood manglers. One might expect some kind of inspiring tale of bravado from the man who plays bass in a Death Metal band. But no! Instead Cox and co copped out in such a disgraceful fashion that it is hardly worth retelling the tale here. Oh alright, they all ran off!

CURRENT FAVE GAMES:STREETFIGHTER II: SPECIAL CHAMPION EDITION, SONIC CD

YOU DON'T SAY...

"[The Saturn's] prototype processor runs at 27MHz... The 24-bit pixels enable Saturn's programmers to muck around with 16.7 million colours... Sega have incorporated a highly advanced polygon generator chip into the Saturn... The Saturn's chip can display and animate over 16,000 polygons on-screen at once... The Saturn's utterly awesome graphics chip is capable of all manner of graphical effects. This is due to something known as "The Alpha Channel". Details are a bit vague, but it appears to be some kind of hardware graphics filter that enables the Saturn to produce the likes of "transparent" colours (as seen in Super NES games), modified colour palettes and textured shading (as seen in Virtua Racing)... The system is CD-based... it looks as though there isn't even going to be a cartridge slot... A December 1994 release in Japan now looks likely."
MEAN MACHINES SEGA, on the streets 28th July, 1993.

"Sega's next generation machine, the Saturn boasts a 32-bit RISC chip, running at 27MHz, 24-bit graphics and, not surprisingly, a polygon generator.

"The chip can display and animate 16,000 polygons per second which doesn't sound so impressive in comparison to Virtua Racing's 180,000 polygons per second.

"Interestingly, the Saturn graphics chip also includes an alpha channel for transparent colours and digital compositing — ideal for games containing video footage.

"Considering the amount of information needed to feed these data-hungry processors, rumours of it being a CD-only machines had better be true.

"However, given the considerable slippage of the Mega CD, Sega's planned launch date of 1994 seems unlikely."
Edge magazine, on the streets a few weeks later.

"Sega's system is CD-based using a 32-bit RISC processor that is assisted by a bunch of custom graphics and hardware chips. The 24-bit graphics system is capable of producing photo-realistic, hi-resolution graphics utilising a palette of 16.7 million colours. Polygon graphics akin to the Virtua Racing arcade machine should be feasible (Virtua Racing uses a similar 32-bit architecture to that proposed for Saturn) with many of the games slated to take advantage of the machine's enormous processing power..."
Megadrive Advanced Gaming, on the streets a few weeks later.



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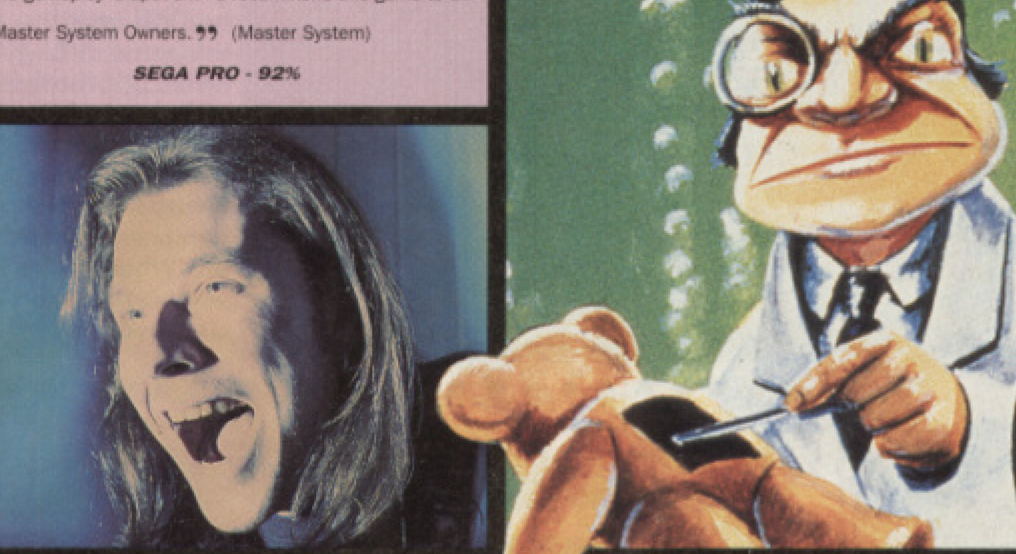




“The Graphics have been stretched to their limit and the gameplay is spot on. I'd recommend this game to all Master System Owners.” (Master System)

SEGA PRO - 92%









The name's Pond - James Pond - and as RoboCod you're about to dive into your HOTTEST adventure yet as you head for the North Pole!

The despicable Dr. Maybe is up to his old tricks! This time he's out to obliterate every toy factory in the world by planting his lethal p-p-p-penguin bombs. Only you can stop him now. Slip-on your armour, load your cannon and prepare to do battle. Spraying killer caterpillars with bullets and dodging every evil device Maybe can definitely throw at you, you skim through 8 ACTION-SOAKED levels as one of the biggest splashes on the Mega Drive now comes cascading to your Game Gear and Master System. RoboCod - it'll leave you shaken...and stirred!

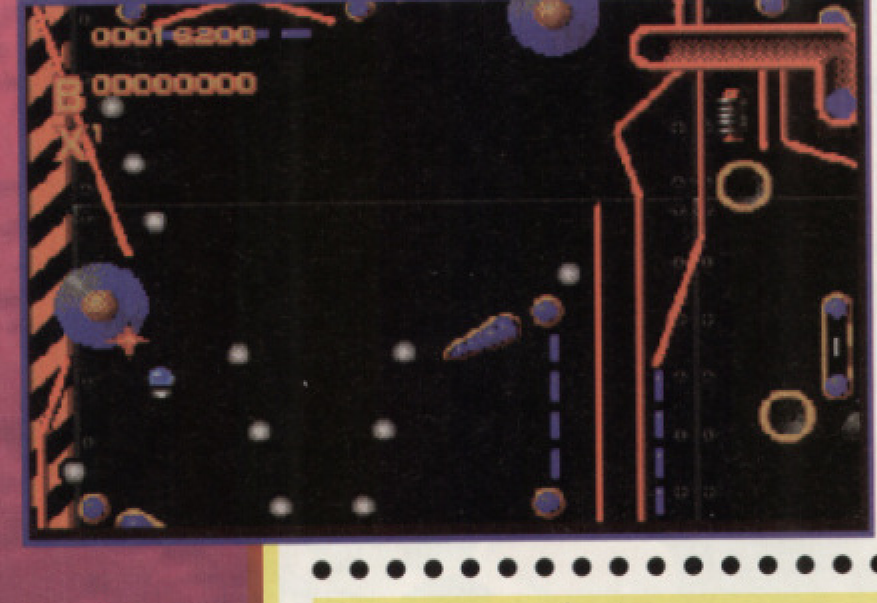


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WIZARD PINBALL

Dragon's Fury and possibly Crueball are the only really decent pinball games to ever hit the Megadrive so it was with great joy in this office when we heard of two pending pinball releases.

The first is Virtual Pinball (pictured) from EA which from the brief glimpse we've had at it so far is looking smashing (the joypad had to be literally wrenched from Lucy's grasping mitts when she had the exclusive peak at the game at EA HQ last week). It's the first game of its kind which allows you to construct your own table choosing from a vast array of flippers, bumpers, backgrounds etc. When you're happy with your concoction you can save it on the cart's battery-backed RAM for later use. There are stacks of settings to go for as your skills advance and the whole thing so far is looking really fast and smooth — definitely one to keep an eye on.



The other shining pinball on the horizon is Dragon's Fury II. Tengen are going to have to go some to improve on the prequel which was ace, but the guys in sunny Northampton assure us it's going to be a corker — we'll just have to wait and see in a future issue of MEAN MACHINES.



▲ *It's better than it looks, honest.*





▲ **Ahem. One of Cammy's more "controversial" special moves.**



SUPER STREET FIGHTER II: THE NEW CHALLENGERS!

NEW GAME BY CAPCOM ARCADES

Recently unveiled at a Tokyo electronics show was Capcom's latest and perhaps greatest coin-op: Super Street Fighter II: The New Challengers!

It's an updated version of the top-grossing coin-op, with all the characters revised with new moves, new graphics and tweaked playability.

There are four new characters to master. A leotard-clad girl called Cammy from England, kicks off the new game. She is joined by DeeJay, from Jamaica — a massive dude with the word MAXIMUM emblazoned on his pants. Hailing from Hong Kong is Fei Long, a black trouser clad Ninja master. The final new participant is T Hawk, a native American.

New moves include the legendary Burning Dragon Punch.

The game is packed with new bonuses, including a first strike bonus along with an awesome combo bonus. Up to four Super Street Fighter cabinets can be connected for an eight-player elimination tournament — however, once you've been eliminated, you battle it out with the other losers for the runner-up positions! Using this mode, it's possible to have eight Guiles (or whoever) battling it out. As a little bonus, you can even choose your own character colours as well.

No news of a console conversion yet but we'll give you more news as and when. In the meantime, check out these coin-op pics.

FORMULA ONE DSP ACTION

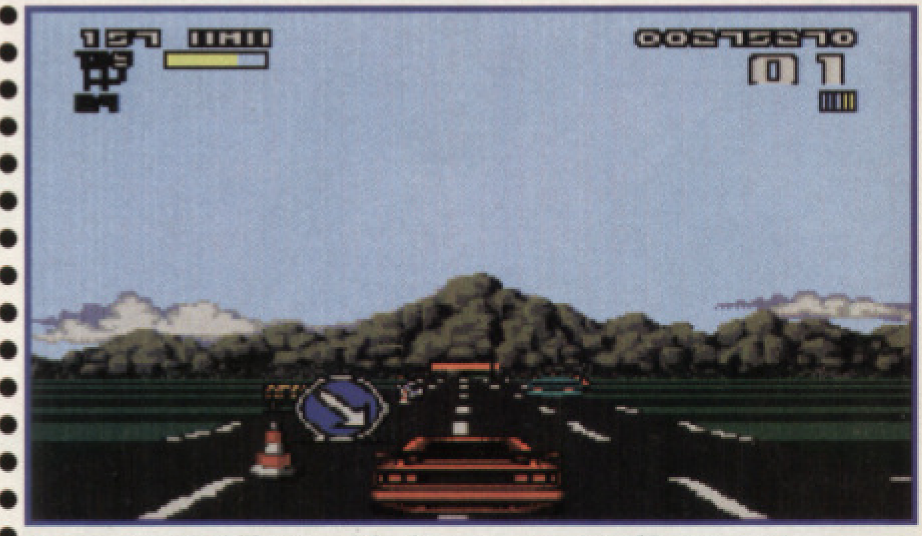
Flight sim specialists Microprose are bringing out some console corkers in the next few months including F15 Strike Eagle II for the Master System and Game Gear, The Chaos Engine on Megadrive, as well as the one that Jaz and Rich are really waiting for — a Megadrive title based on Star Trek: The Next Generation.

NEW GAME BY MICROPROSE MEGADRIVE

However, the most interesting news involves their commitment to the DSP super polygon chip for the Megadrive. The first title that the firm wish to convert is their utterly amazing game coded by Geoff Crammond: Formula One Grand Prix.

Formula One is a brilliant racing game that's extremely realistic. Indeed, at least one real formula one driver owns the IBM PC version and uses it to check out tracks he has to race on in the F1 circuit!

Using DSP technology, the game should be astounding — but will it be eclipsed by the forthcoming conversion of Virtua Racing? Only time, as well as a future edition of MEAN MACHINES, holds the answers.



▲ *Oh no! Not the killer turn right signs — get me out of heeeeeeere!*

LOVE US AND LOTUS

Zooming onto the Megadrive fairly shortly is the sequel to EA's utterly topper Lotus Turbo Challenge game. Unsurprisingly looming under the name Lotus II, the player once again jumps into the hotseat of the Lotus supercar and drives hell for leather over a massively varied range of tracks in some of the worst weather conditions possible. Choose a mean machine to manoeuvre — an Espirit, an Elan or their M200 concept car and either alone or with a mate drive until you drop. So far looking roaringly good stuff we'll bring a full run down as and when.

NEW GAME BY EA MEGADRIVE

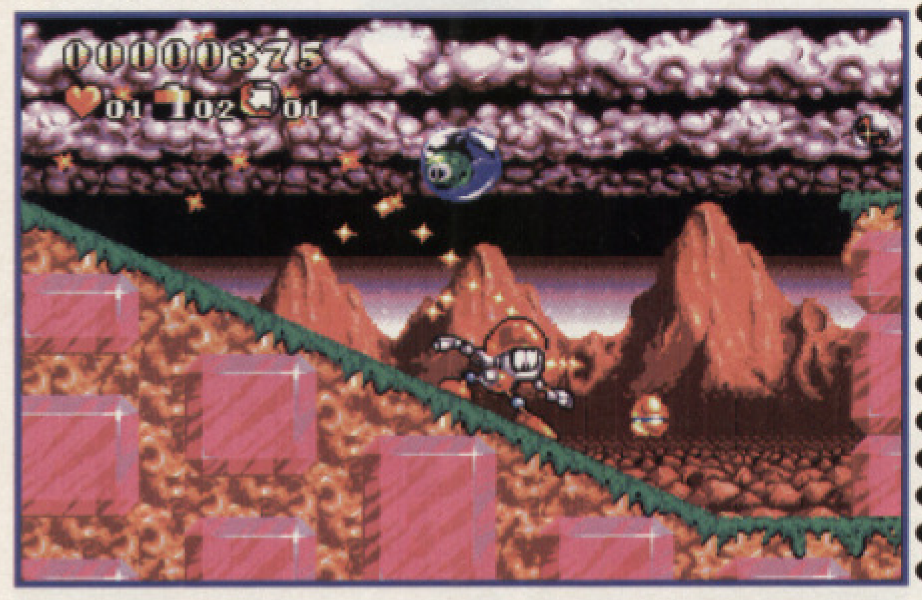


THE AMAZING ADVENTURES OF TINHEAD



Coming soon for the Megadrive from Microprose is an all new superhero called Tinhead. He's a turbo-boosted morphing robot with a problem. The Evil Grim Squidge is stealing all the stars from the sky so it's up to ol' can-face to romp around masses of platform levels, wasting enemies, jetting around with rocket packs, bouncing on space hoppers and generally saving the world. As you can see form these shots the game's looking pretty a-okay but we'll bring you more news very soon.

NEW GAME BY MICROPROSE MEGADRIVE



DAS OTTIFANTZ



▲ *This is Ottifant the Elephant, star of a brand new game from Sega. Based on a German cartoon character, it's platform action ahoy with this not-so-bright-looking big-eared one.*

RENDERED ROBOTS

NEW GAME BY MIRAGE MEGADRIVE/MCD

An intriguing game soon to be converted onto the Megadrive and Mega-CD from Mirage is Rise of the Robots which breaks ground with its over-whelming use of rendered graphics.
On show at the recent ECTS show was the CD Rom and Amiga versions which are frankly mind-blowing with all the morphing and topper ray-traced 3D graphics. We were assured that the Sega versions are going to be just as good but a mite less colourful (naturally).
Each robot is modelled element by element from the original blueprint designs and shaped to its exact dimensions. Once a robot's body parts are modelled the whole figure is linked, producing amazing animation.
In this one or two-player beat 'em up, the player controls a Cyborg in battles against five types of enemy robot as well as the Supervisor. Masses of special moves are promised and we're assured that skill is of the essence rather than just hit andf hope. As soon as we can we're going to bring you the full run down on this little number. Don't miss it!

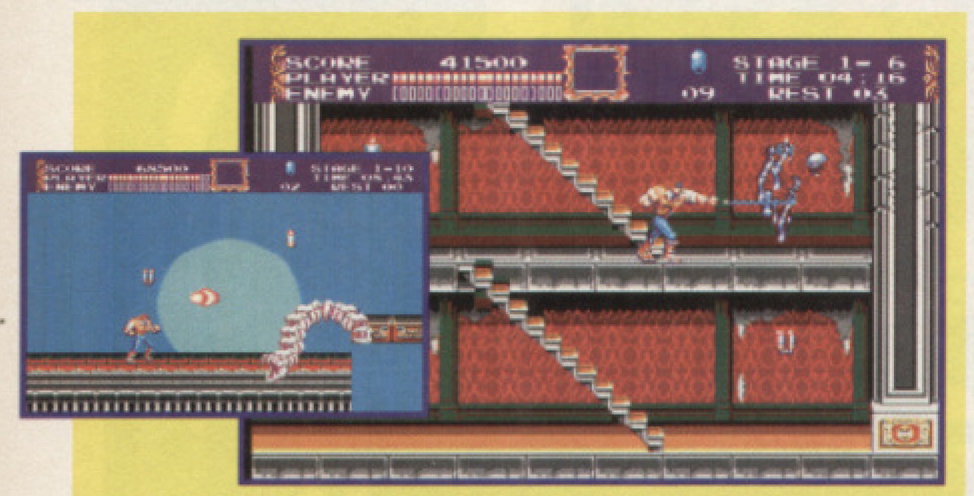


IS THIS THE NEW STREET FIGHTER II?

NEW GAME
BY SEGA
ARCADES

Sega are using their 32-bit polygon Virtua technology to create a game so amazing, it could be the natural progression to Street Fighter II.

Virtua Fighters uses characters composed of thousands of polygons, which animate incredibly smoothly and realistically. The screenshots don't really do the game justice — you've got to see the game in action to realise how good it is. Look out for this one, it's going to be a coin-op winner.



JONNY MORRIS IN THE GENERATION GAME

NEW GAME
BY KONAMI
MEGADRIVE

Konami have an all-new Castlevania game planned for the Megadrive! But the Nintendo star of old, Simon Belmont whose exploits with Count Dracula are legendary, no longer stars as the hero, being replaced instead by two characters named Eric Lecarde and Jonny Morris — we kid you not!
Jonny is of the Belmont lineage and exercises a whip known as the 'Vampire Killer', to aid him in his mission for Dracula's death. Unlike Jon, Eric's faith lies with his 'Witches Spear' as he prepares to avenge the unfortunate demise of his girlfriend's soul.

Konami have allocated unique powers to Eric and Jonny and there are specialist levels for each character. It's still in the early stages of development but we look forward to bringing you a spectacular review of this promising game very soon!

HOOK, LINE AND SINKER

NEW GAME
BY SONY
MEGADRIVE/
GAME GEAR

On its way to the Megadrive and Game Gear pretty soon is a conversion of Hook, based on the not so successful Steven Spielberg movie.
We're sure you all know the story — Peter Banning is all grown up and totally rejects the fanciful fripperies of his youth. That is, until his kids get kidnapped by the wicked Hook and he's forced back into Never Never Land where the fun begins.
Over loads of platform levels, fight and think your way through until the final show-down with Hook. Updates soon but in the meantime feast yer mince pies on these screenshots.


▲ *Time to retrieve my cherry, I think!*


▲ *Gosh! You do have a big one!*

FOOTBALL WITH TEETH



For some serious blood-shedding in the name of football, check out Beastball on the Megadrive from Microprose. The aim of the game is as any other footie match — put the ball in the goal, but with this game, the methods are slightly different.
Set in the year 2089, eight teams consisting of man-made mutants punch, kick, stab and shoot their way to victory. Alone or with a mate, systematically dismember the opposing team — it's not a problem because they can all be rejuvenated after the match anyway.
More news soon.





VIRTUA STAR WARS!

NEW GAME
BY SEGA
ARCADES

Recently unveiled at the Tokyo Jamma show was one of the most stunning coin-ops ever devised. Created by Sega, the game is Virtua Star Wars.

The game uses the same polygon technology as Virtua Racing, but introduces scenes from the Star Wars films. The result, as you can see from our screenshot, is absolutely stunning. At the moment, the game is only 20 percent complete with just the one level. However, that level is the Death Star attack from the original Star Wars film and it looks ace! We'll have more details very soon.





▲ Smooth as silk and a real looker - Virtua Star Wars!





MOTORBIKING DOMARK STYLE

NEW GAME
BY DOMARK
MEGADRIVE

Grab yer helmets and rev up yer engines for Domark's new motorcycling sensation on the Megadrive — Kawasaki Super Bikes. Feel the throbbing power of the Kawasaki ZXR75OR between your legs as you compete in the World 750cc Superbikes Championship over 14 international tracks, alone or with a mate. There are four difficulty settings, a bike set-up option and the ultra-fast Turbo Mode for those with the real need for speed. Further updates soon.

GAMBLING GALORE

NEW GAME
BY VIRGIN
GAME GEAR

For the hardened gamblers among you, Caesar's Palace on the Game Gear from Virgin is everything you could ever want. It incorporates 12 games including Video Poker, Blackjack, Roulette, Craps... to name but a few. Fairly straightforward stuff by the sound of it. We'll bring you the full review as soon as we can.

SORRY, BUT THIS AREA IS RESERVED FOR HIGH-ROLLERS.

>OK. THANKS ANYWAY.

▲ Looks like Bingo on the Game Gear — how utterly enthralling!

SUICIDE IS PAINLESS

NEW GAME
BY PSYGNOSIS
MEGADRIVE

Those crazy Lemmings are back on the Megadrive again pretty soon for more brain-boggling puzzle action in Lemmings 2: The Tribes.
Lead the 12 tribes of Lemming Island to the Ark to escape the sinister darkness which threatens to engulf them (although I'm sure a nightlight would be much less hassle) via hundreds of taxing puzzles and hair-tearing problems. It sound like there's a lot more of the same only, according to Psygnosis, with improved graphics lots of new and more taxing puzzles. More on that later.





▲ Hi there big boy, gimme a ring sometime!

▲ Come on Tails you big girl's blouse — go get 'em!

MASTER SONIC

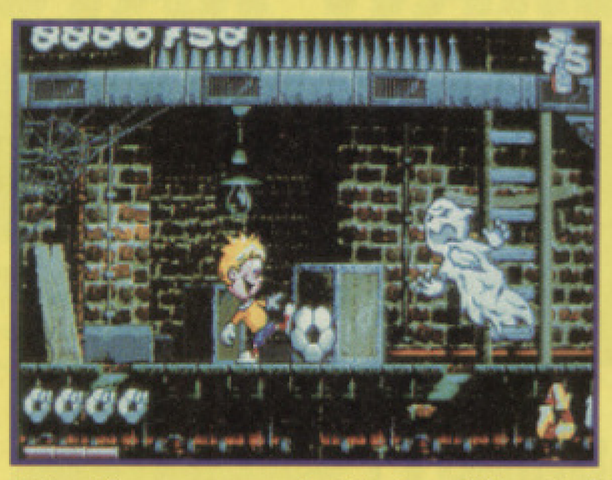
NEW GAME
BY SEGA
MASTER SYSTEM/
GAME GEAR

The blue spiky one is at it again in a brand new adventure for the Master System and Game Gear. It's Sonic Chaos and following on from Sonic 1 and 2 it's manic platform action and then some...
The fiendish Robotnik has stolen a red chaos emerald and it's up to Sonic and Tails to get that one back and foil the evil one's plan to steal even more. The game features all new levels, zones and action features — including Sonic's Rocket Shoes and Pogo Stick but whether it's any good or not is something we'll fill you in on at a later date.

PLATFORM FOOTIE FEVER

NEW GAME
BY DOMARK
MEGADRIVE

Domark has created an all new platform character for the Megadrive. His name's Marko and he stars in the forthcoming Marko's Magic Football. Domark is promising gorgeous cartoony graphics, ten levels of puzzle-solving platform action combined with loads of hidden rooms, character interaction and a chance to test out the old soccer skills. More news when we get it.



▲ *One thing you can say about Marko — he's got balls!*



A FLASH IN THE CD



NEW GAME
BY DOMARK
MEGA-CD

One of the best Megadrive games of the year — Flashback — is being converted onto the Mega-CD by Sony. As you can see from this screenshot, the CD version closely resembles the Megadrive arcade adventure in which Conrad Hart battles to escape his alien captors and return to earth. However, some pretty special added extras for the CD version have been rumoured but we'll bring you the full low down as soon as we can.

MADDENING NFL

NEW GAME
BY ACCLAIM
MEGADRIVE

The programming team behind the John Madden Football series are ploughing their resources into a new footie challenge from Acclaim — NFL Quarterback Club.

Choose from one of 28 NFL teams and play the game until final victory as Jim Kelly, Warren Moon or John Elway (who I'm sure are really, really famous and great) or go helmet-to-helmet against a rival in The Quarterback Challenge. The 16-Meg cart features a flying-eye view of the action, a choice of weather, game plans and transfers as well as target practices and obstacle courses. More news when we get it.





PACK YER TRUNK

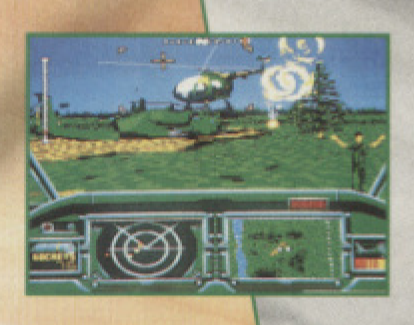
NEW GAME
BY CODEMASTERS
GAME GEAR

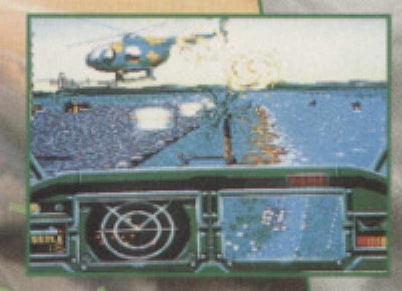
The big-eared star of Spectrum yesteryear — CJ the Elephant comes romping onto the Game Gear and Master System later this year in CJ — Elephant Fugitive courtesy of Codemasters. After being kidnapped and imprisoned in an English Zoo, CJ's escapades take him over six zones, each with three levels where it's platform action ahoy with loadsa puzzles to solve and baddies to bombard with a never-ending supply of peanuts. Watch this space for more news.

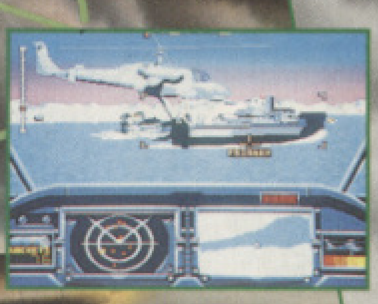
THUNDERHAWK

THE ULTIMATE COMBAT SIMULATOR

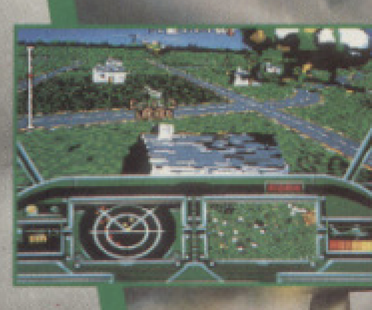
FLY YOUR THUNDERHAWK THROUGH A TOTAL OF 48 MISSIONS SET IN 10 DIFFERENT LOCATIONS. USE STRATEGY AND TACTICS DISCUSSED IN THE BRIEFING ROOM TO LOCATE, INTERCEPT AND DESTROY THE ENEMY IN THIS DEFINITIVE 3D HELICOPTER COMBAT SIMULATION.

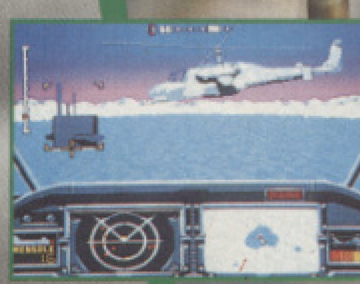


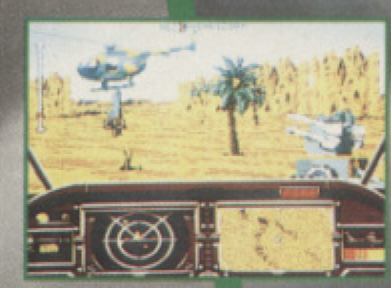




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WORK IN PROGRESS



THE LOST VIKINGS

Lucy Hickman has a well known fetish for behorned, hairy men so she got the job of delving into Virgin Games' new Viking experience. Read on...

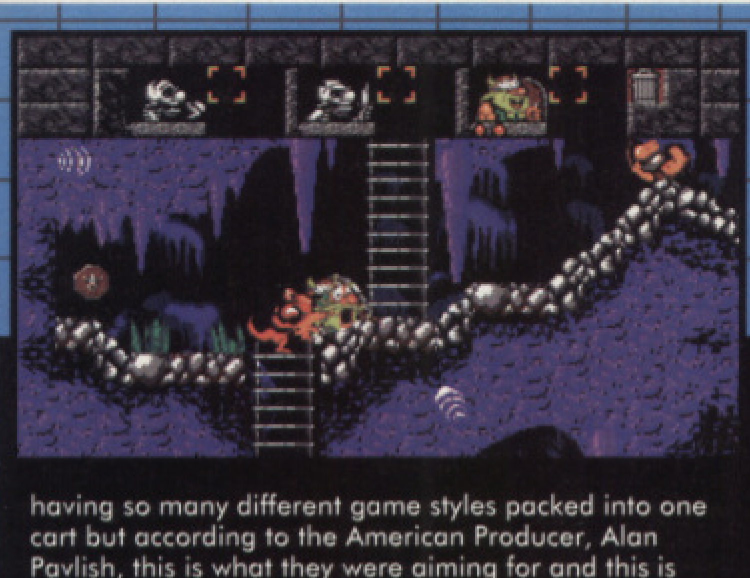
PROJECT	LOST VIKINGS
FORMAT	MEGA DRIVE
PUBLISHER	VIRGIN GAMES
INITIATED	MARCH 1993
RELEASE	FEBRUARY 1994

It's a well known fact that Vikings spend most of their time looting and pillaging, wearing horned helmets, quaffing loads of ale and drifting along in oddly-shaped boats. What is less known about this strange breed is that they spend their spare time wandering around spaceships, exploring caverns, being kind to animals and children and performing complicated tasks in order to save the world.

This extraordinary extracurricular habit of theirs forms the basis of this new game from Virgin Games. It stars three typical Vikings — Erik the Swift, Baleog the Fierce and Olaf the Stout who are nabbed by the alien Tomater and whisked into outer space where their fate is to live out their miserable lives in an inter-galactic zoo!

It's up to the player to use the unique skills of the fiercesome threesome in the right order to find the way home in this action-packed shoot 'em up/ beat 'em up/ strategy/ platform jaunt which is a convert from the Super Nintendo. It may sound strange





having so many different game styles packed into one cart but according to the American Producer, Alan Pavlish, this is what they were aiming for and this is what makes the game so hot.

He said: "We've taken aspects from all the genres and packed them into one game.

"The idea of controlling each of the three characters, each with their own skills which have to be used in conjunction with each other has never been done before — it's a whole new concept. Although there are some similarities between this game and Lemmings, I think this is much better because these characters have so much personality. The graphics are top quality, the music is top of the range — the tunes are so good you could almost dance to them," he added. Hmm, well he would say that wouldn't he? However, we have to agree Lost Vikings is looking pretty smart but naturally we'll bring you the full run down in a future issue of MEAN MACHINES SEGA.

ONE BETWEEN THREE

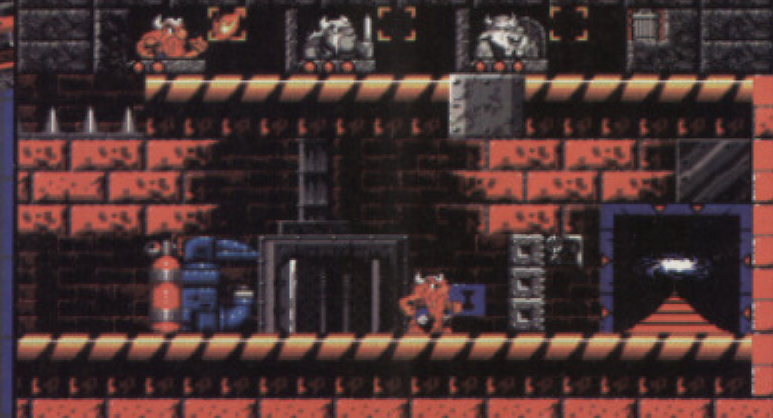
This is another in the growing line of Megadrive games which uses Sega's most excellent four-player adaptor — the Sega Tap. Okay, so with this game you can only have three people playing (since there are only three characters) but it really brings out the best in the little doobrie because it's absolutely great fun for you and two mates to have full control of one character each.



▲ *Yes, goodbye aunty Agatha and uncle jim, safe journey. Well, thank God they've gone.*

SILICON AND CHIPS

This is the first Megadrive game that the American-based programmers, Silicon Synopsis have ever come up with but it's definitely worth noting that they were responsible for the utterly fab Super Nintendo game Rock and Roll Racing — a futuristic, 3D buggy-racing experience which certainly won mighty thumbs up in this office when it first appeared. Other feathers in their caps include Castles on the Amiga and, of course, Lost Vikings on the Super Nintendo.



MEGA MANIA

The guys from over the waters are already beavering away at a Mega-CD version of Lost Vikings which Alan Pavlish reckons is going to be miles better than even the Megadrive version. He said: "We're going to really build up the personalities of the Vikings in this one. There will be completely new levels and masses of special stuff that you can only do with the Mega-CD and not the Megadrive because of storage space."



composite screen shot

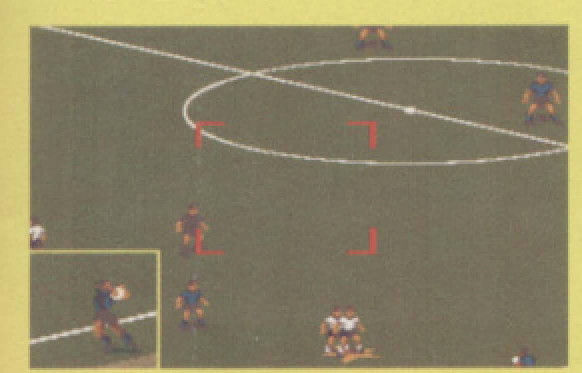
First there was bar football. Then there were wobbly little



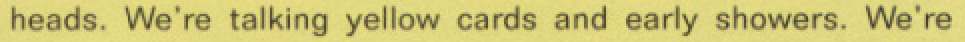
men on green felt pitches. Then came the first video games with fuzzy graphics and even fuzzier skills. Now there's real soccer. It's called FIFA International Soccer and it's coming to your Mega Drive™ in December. We're talking soccer simulation not imitation. We're talking



16 Meg not a paltry 8. We're talking singing, cheering and chanting. We're talking bicycle kicks, diving headers and air punches. We're talking back heels that will make you look



like an idiot for the first few games until you suss it. We're talking 4 Way Play™ for your mates. We're talking refs with eyes in the backs of their heads. We're talking yellow cards and early showers. We're talking fully FIFA endorsed. We're talking real soccer. With 48 national





teams and 960 players with 13 different skill areas it's certainly



going to do your head in. The only alternative is to get 21 mates together, run up and down a field and boot a ball about.









STREET FIGHTER II' SPECIAL CHAMPION EDITION V

It's the question on everyone's mind — just what is the ultimate Megadrive beat 'em up? Is it Capcom's own conversion of the arcade phenomenom of the '90s — Street Fighter II? Or is Acclaim's Megadrive conversion of Mortal Kombat the more superior title. First, we compare the features of the two contenders and then we ask each member of the MEAN MACHINES editorial team to decide — just which game is king of the beat 'em ups?

ROUND ONE: GRAPHICS

In this first round we examine the graphics of each contender. Both titles are very impressive indeed — Mortal Kombat goes for the digitised graphical realism, whereas Street Fighter II opts for a more cartoon-like approach. Both games have excellent backdrops, sprites and animation. Overall, the MEAN MACHINES crew agreed that Street Fighter II had the better visuals — arguing that the Capcom game had more graphics, better colour schemes and slightly better animation.

Although the overall effect of Mortal Kombat's graphics are excellent in motion, some of the sprites and backdrops seem a bit rough around the edges.

MORTAL KOMBAT 8

Tasty she may be but Sonya still gets pipped at the post in the looks department.





STREET FIGHTER II 9

C'mon guys, nobody can really say that this lardy-ass is a good looker!





The depth of detail in the Streetfighter graphics make it a sure fire winner.

ROUND TWO: SOUND

The sound side of things turned out to be a lot more controversial — there is no doubt that Street Fighter II has more sound — it is after all a 24-meg cart, with 50 percent more room for data than Mortal Kombat's 16-meg. This means that the Megadrive version of SFII has every piece of speech from the coin-op in there along with all the music. The problem is that the Megadrive can only play one sample at once and SFII's programmers are attempting to play two simultaneously. The result: a loss of quality in the speech. Mortal Kombat hasn't all the speech of the coin-op but what is



VS MORTAL KOMBAT



there is very clear indeed. The gang generally thought that the actual Street Fighter music was better though and the sound of fist/foot against flesh was stronger than Mortal Kombat's effects. Again, Street Fighter is the winner of this round, but it's a very close decision.

◀ *The hills are alive with the sounds of Honda — and it's great, okay?!*

▶ *My voice is fine, I've just got a bit of a cold today, that's all.*



STREET FIGHTER II  7

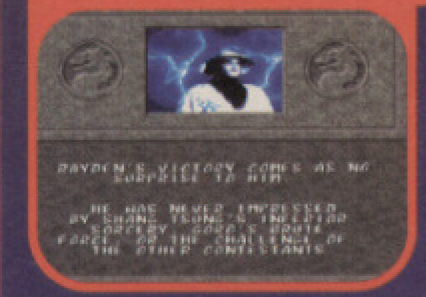
MORTAL KOMBAT  7

ROUND THREE: PRESENTATION

Basically, how polished are the two games? What types of tournament rounds/leagues are there? Are there any annoying points in the control mode? Well, Street Fighter II wins hands down. The list of features is incredible — we needed two pages of our Street Fighter II book to describe them all. Suffice to say, there are ten game speeds, in versus mode you can turn on or off specific special moves, introduce handicaps and even indulge in group play — where each player can choose up to six characters each to play with. Utterly excellent.

Mortal Kombat isn't half as sophisticated at all — and worst of all, you can't pause the game — even with the six button joypad! To its credit, the "gore" mode (press A, B, A, C, A, B, B on the screen where the stuff about the Mortal Kombat code appears at the beginning) is quite amusing and the game is a lot more controllable than SFII if you're only using a three-button pad. Overall though, Street Fighter II is miles ahead in this category.

MORTAL KOMBAT  6









ROUND FOUR: CONVERSION FACTOR

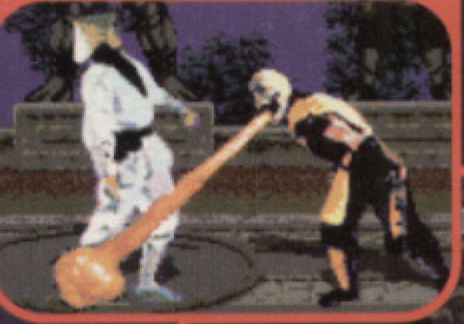
In this round, we address just how close each conversion is to its coin-op parent. If you're a Mortal Kombat fan, you're going to be more than happy with the Megadrive conversion. It has all of the characters, all of the moves and all of the backdrops. What's more, it plays very similarly to the coin-op indeed.

The arcade modes of Street Fighter II are frighteningly close to the original coin-op's as well. The Megadrive game is actually a conversion of two coin-ops: Street Fighter II Champion Edition and Street Fighter II Turbo: Hyper Fighting! Much programming expertise has been brought to bear on this game — the scrolling mode 7-ish floor of each level is in there — a pretty hard job for the Megadrive to emulate.

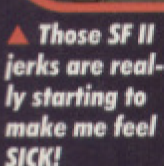
Both games score extremely highly as arcade conversions — Street Fighter II being slightly closer than Mortal Kombat because there is more available memory to use (so there's more room for graphics and sound). However, we salute Capcom for going better — the versus and group play modes weren't in the coin-op and the game is a lot better because of it.

MORTAL KOMBAT 6





▼ If I stand here and look hard, maybe he'll go away, on the other hand…





▲ Those SF II jerks are really starting to make me feel SICK!



▼ Chun Li takes her bows as queen of the beat 'em ups!

▲ I look good, I sound good, I play good and by jove I kick ass good!

STREET FIGHTER II 10



ROUND FIVE:

The amount of different characters and their special moves are extremely important in a beat 'em up game. Looking at the bare statistics, Street Fighter II wins again. It has twelve different characters to control with an average three/four special moves per character — what's more, you can control the four "boss" characters. Mortal Kombat isn't as well endowed, with eight characters to

MORTAL KOMBAT 7





LIU KANG



GAGE



KANO



SONYA



ZUB -ZERO



RAIDEN



SCORPION

STREET FIGHTER II 9





RYU



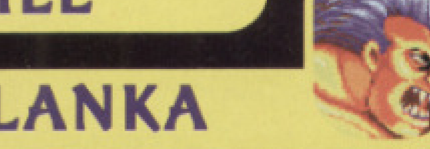
KEN



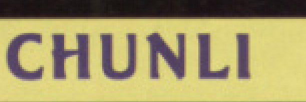
CHARACTERS

choose from and two "boss" characters — which you can't control. In the special moves department, each character has an average of around three/four attacks along with the notorious "death" blow.

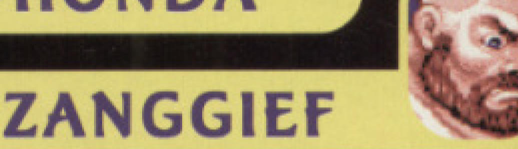
However, we think SFII's players have more personality about them. Capcom have worked hard to produce interesting personalities, including past histories for each character right up to their blood type! Mortal Kombat tries hard (the gatefold split cover of last month's MEAN MACHINES is packed with information), but SF II has far more in the way of trivia to learn and the different styles of each character are far more pronounced than in Mortal Kombat. Here's a run down of all the characters you can actually play:



















ROUND SIX: PLAYABILITY

We've got the statistics of each game out of the way — now onto the really important stuff. Which of the two games is more enjoyable to play?

At the risk of sounding monotonous, it's got to be Street Fighter II again. Mortal Kombat plays pretty well and is extremely close to the coin-op, but the fact is, the arcade machine came out after coin-op Street Fighter and it "borrows" a lot of ideas, right down to some of the techniques used to pull off special moves and it's just not as good.

Street Fighter just feels a lot better to play. When you punch or kick your opponent, it feels a lot more real and a lot more satisfying than in Mortal Kombat. In MK, the graphics, movement and sound used just aren't as realistic as in Street Fighter. Also, in one-player mode, the opposing computer players are extremely thick indeed, falling foul to the same combination of moves over and over again.

Street Fighter characters each have a vast range of mega-damage inflicting combination attacks to master (some characters are versatile enough for you to create your own combos). Mortal Kombat does make some effort to produce combination attacks, but they aren't as diverse, instinctive, logical or as effective as in Street Fighter II.

MORTAL KOMBAT 

STREET FIGHTER II 

ROUND SEVEN: LASTABILITY

Once again, it's Street Fighter II that rules supreme. With far more in the way of difficulty levels, combination attacks and characters to master the game with, it's Street Fighter II that gives you better value for money — even though Mortal Kombat is ten quid cheaper.

In our opinion, Mortal Kombat is quite shallow in relation to Street Fighter II. Yes, the action is enjoyable while it lasts, but you're quite likely to have beaten the game within (at the most) a couple of months. Only the two-player mode adds to the lastability rating.

Here at the MEAN MACHINES office, we've had a Street Fighter II arcade machine in our games room for around *two years* and we still play it regularly to hone our skills (The MK machine wasn't missed when it disappeared after a month). The Megadrive version of Street Fighter II is so close to the coin-op that we reckon, like PGA Tour Golf, EA Hockey and John Madden Football, you'll still be playing the game years from now.

MORTAL KOMBAT 

STREET FIGHTER II 

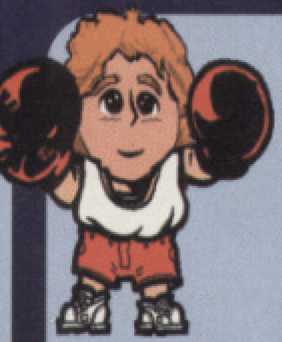
ROUND EIGHT:OVERALL

To decide it, we decided that the entire editorial team should choose which is the better game individually and present their comments here.



JAZ

Street Fighter II canes Mortal Kombat on all levels. On Capcom's conversion when you spank somebody, you really 'feel' the hit. Mortal lacks that feedback. Street Fighter features far more moves and subtler gameplay than Acclaim's hyped title: SFII takes months to master and gives enormous scope for play development, MK takes a few weeks to explore all it has to offer. The graphics, sound and presentation of SFII also pummel those of MK. That's not saying MK is a bad game. It's just that, as I said at the start, SFII spanks its ass.



LUCY

Probe Software has to get a huge pat on the back for its nigh-on perfect conversion of the arcade Mortal Kombat. To be honest, I'm a bit sick of Street Fighter II so Mortal made a refreshing change — I really love the digitised graphics in Mortal and the copious amounts of blood and gore. And contrary to popular office opinion, I really do think there is a lot of fun to be had out of this game and it doesn't soley rely on the death moves to spice it up. This is not to say that Street Fighter isn't completely brilliant — it is, in every department, no arguments there. Putting them side-by-side, I have to go along with the guys and agree that you're going to get more enduring fun out of Street Fighter because there's just more in there. I just don't think you should totally disregard Mortal. It ain't so bad.



RICH

Probe Software have handed in an exceptionally good conversion of Mortal Kombat — but the original coin-op just wasn't very good at all — relying on its controversial death moves rather than handing in a slick and enjoyable beat 'em up. Street Fighter II is an even closer conversion of the coin-op than MK, and with all the exceptionally helpful options and features, it actually makes an effort to better the original coin-op! There's no competition really. Street Fighter looks and plays better than MK and is far, far more enjoyable and lastable. It's a tenner more expensive, but worth every penny of it's intriguing sixty quid price tag.



GUS

They should have known better. I'm referring to the fools who proudly proclaimed Mortal Kombat the 'ultimate beat 'em up' in their rash reviews. MEAN MACHINES took a more circumspect view, and we've been proved right.

Mortal Kombat was a very close copy of the arcade, and does look very groovy, but it musn't be forgotten that Mortal Kombat was always a shadow of Street Fighter II. Acclaim has produced a good version of their license, but Capcom has engineered a miracle with theirs. The speed, finesse and playability of the twelve characters of Street Fighter II leaves Mortal Kombat farting in a force nine gale.





A game only achieves excellence when it boasts the right balance of knock-out looks, hard-hitting sounds and — most important of all — near perfect feel. Whilst Mortal Kombat is graphically and sonically strong it is very much the weaker opponent when compared to the wealth of tactical genius programmed into Street Fighter II. As Mortal Kombat is struggling down at the arcades it is highly unlikely to enjoy a second-wind on console, despite the excellence of this conversion. A case in point: we had the Mortal Kombat coin-op in the office for quite a while and as the Street Fighter cabinet continued to attract us to it, Mortal Kombat attracted only dust.



It must be said that Mortal Kombat is about as near-perfect a conversion as I've ever seen of any game. But then again, so what? My old Binatone sported a near-perfect copy of 'Pong'! The comparison is probably a little unfair but it's just that, for all its stunning visuals, Mortal Kombat just doesn't measure up to the mighty SF II. The whole package lacks the speed and excitement of its contemporary — even the death moves are a bit of a yawn. In an ideal world with no SF II we probably would have loved this but it's not, and there is so we don't.

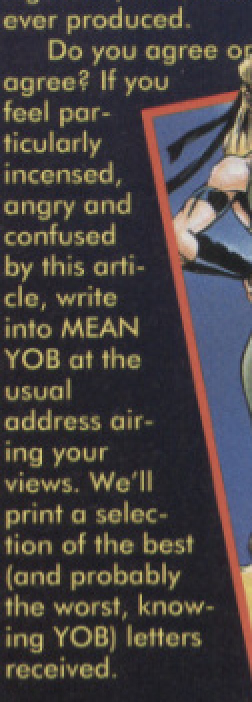
THE VERDICT

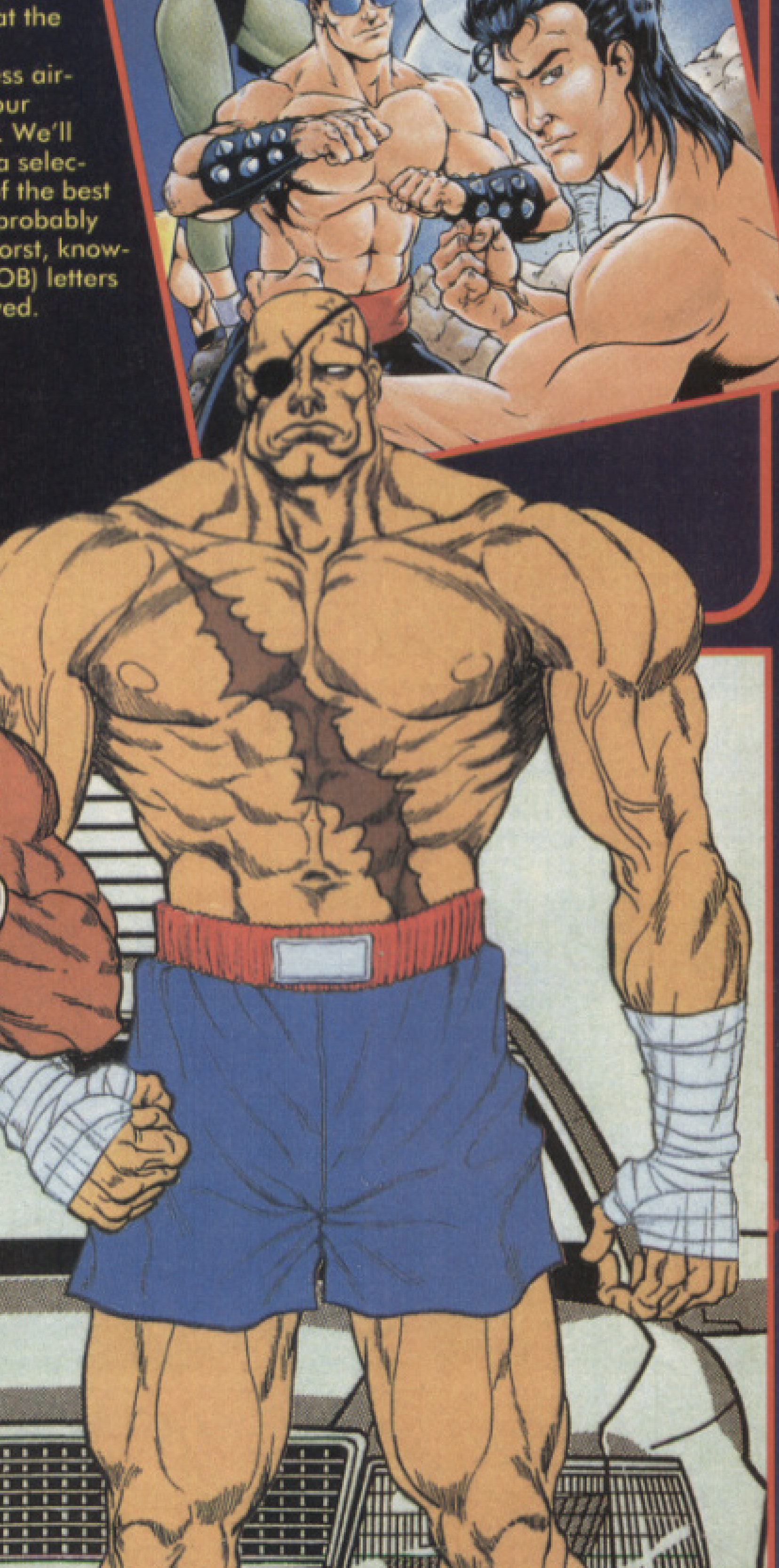
If you haven't guessed by now which is, in our opinion, the superior Megadrive beat 'em up, you're a bit of a thicko with the intellectual dexterity of a donkey.

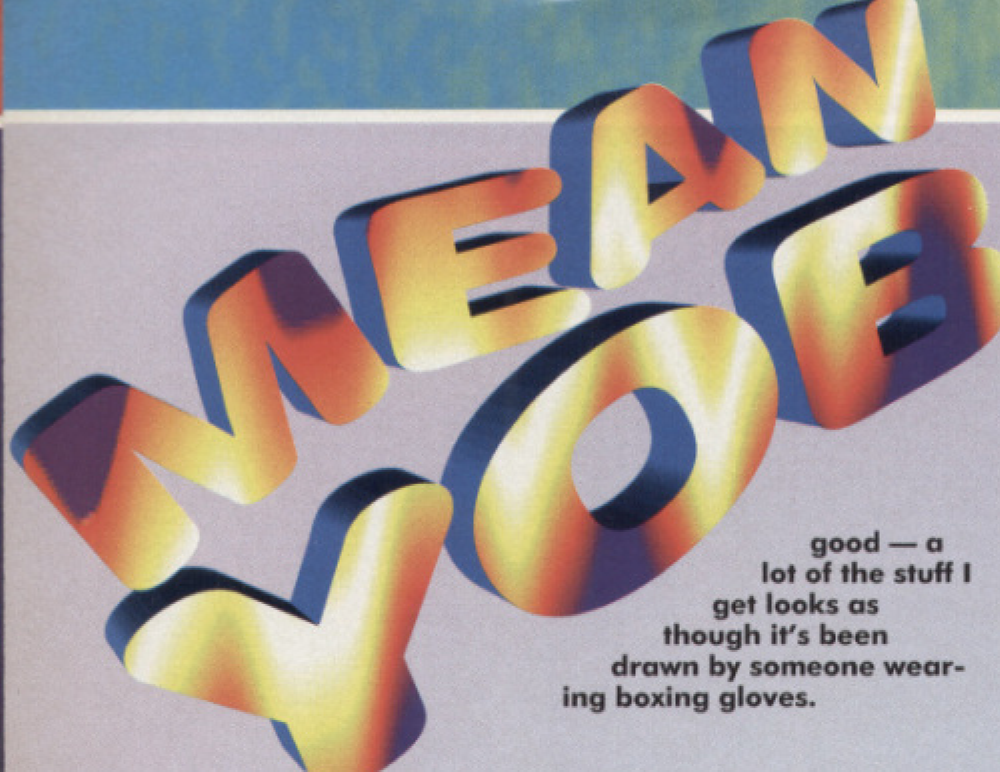
AND FINALLY...

So, in the battle to decide which is the greatest beat 'em up, Megadrive Street Fighter II stands proud over Mortal Kombat. Perhaps we're being too harsh — Mortal Kombat is an absolutely superb conversion of the coin-op — it's just that in our opinion, the original coin-op wasn't really up to much... unlike Street Fighter II, which we rate as one of the best coin-ops ever produced.

Do you agree or disagree? If you feel particularly incensed, angry and confused by this article, write into MEAN YOB at the usual address airing your views. We'll print a selection of the best (and probably the worst, knowing YOB) letters received.







It's stormy outside, and we've been hanging Paul out of the window to see if he attracts lightning. But I'm bored enough to delve into the festering sack we know as readers' letters, seeing how many I have to read before I come across either sense or joined-up writing. I've been here all afternoon. The sadness that prevails doth often cheese me off. Still, if you think you can converse with me and the nation without looking like a total cheeser, go ahead, write to: I'D LIKE TO RELIEVE MYSELF IN THIS ENVELOPE MAILBAG, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

JUST DESSERTS STRIKE

Dear YOB
I bought issue 11 of MEAN MACHINES and found that you'd printed my picture of Desert Strike. However, I was horrified to find my work was labelled as 'anonymous'. I found that really weird as I had written my details on the reverse of the envelope and on a separate piece of paper. I hope, given this information and give me credit for my work.
Peter Johnson, Liverpool
YOB: Be still and tremble no more! Now everyone shall know of the Peter Johnson-drawing-scandal. Personally, I thought I was doing you a favour by not printing your name beside it. Actually, it was pretty good — a lot of the stuff I get looks as though it's been drawn by someone wearing boxing gloves.

THE VOICE OF REASON

Dear YOB,
Scream! I am absolutely fed-up with these pointless sequels and updates churned out by software houses. Can't they understand that people want NEW games, not re-hashes of old ones? It's really getting on my nerves, especially EA. I mean, if this sort of thing carries on, what next? Madden's '96? Mutant League Knitting? Please give every software house you know a slap round the face from me.
Peter Steggle, Knutsford.
YOB: Bet you're pleased to know EA are planning to make sequels to their games into the next century...and beyond!

John

SICK TO DEATH

Dear YOB,
I am sick to death of adults like my parents going on about my Megadrive, saying things like 'You shouldn't play on that thing all day, it's for babies'. I don't think it's that bad! I play it just because I don't have anything else to do. Also, when will you'll be reviewing Robocop vs Terminator and what rating will it get?
Mark Pugh, East Ham.
YOB: Pugh, Pugh, Barney McGroo, what-a-pile-of-toss. Thanks for sharing your 'pearls' of wisdom with us. Well worth the price of a stamp. The lads'll be reviewing Robocop versus the Terminator next month.

JAMES HERRIOT TREATMENT

Dear YOB,
I want to tell everyone in the whole world what a complete pain in the neck my English teacher is. He is determined to get rid of computers, handhelds - the lot. He even said that if he ever spotted a person in class with a Gameboy or Game Gear he'd give them two hours detention. It's like he doesn't want anybody to have any sort of entertainment at all, as he thinks this kind of equipment rots the brain. He hasn't got a clue about games, only that he reckons they makes kids violent. He even had the nerve to accuse me of playing games in his class when I was just looking for a pencil sharpener. So please, please, please tell all the teachers who hassle innocent kids that they're in the wrong.
Richard Stevenson
YOB: Your English teacher sounds very strange to me — you know, the sort of person who likes to be the hind end of a pantomime horse, parading around the Yorkshire Dales waiting for James Herriot to stick his ... er, excuse me. I was getting carried away there.

RIP-OFF SENSATION

Dear YOB,
I have just a few points to make about the Megadrive 2 and Mega-CD 2. A few days ago I was flicking through a catalogue when I came across the

computer section and saw these new machines. Great, I thought, until I saw the prices. They where the same as the old ones! How can this be? A few months ago you said they were going to be cheaper because Sega had cut out some of the more expensive features. Why are they so much cheaper in Japan, are we being ripped off? Come on Sega, how can you justify keeping the prices the same?
Andrew T, West Yorkshire.
YOB: The problem is the Japanese currency. Everything gets made in Japan, so we have to buy their lurvely Japanese goods with our pitiful Englisher pounds. As long as the yen is strong, we have to suffer. Personally, I blame Thatcher...

CAGEY SEGA

Dear YOB,
How come Sega are so cagey when it comes to new games? I'm sure the rest of the gaming world would like to know if they are planning a Sonic 3, or what size cart Streets Of Rage 3 will be. It's not as if they have any serious competition when it comes to Sega games.
Mr no address
YOB: They're not cagey — they've just got better things to do than talk to skidmarks on the face of humanity like you, wanting to know train-spotter facts about games that haven't even been programmed. Just read the mag, and you'll be alright. Better still, perform a DIY lobotomy with a Tupperware bowl and a potato peeler.

A THICKIE WRITES

Dear YOB,
I don't want to sound like a thickie or anything, but what the hell is this Sega pirate TV business all about? Is it me or are they just confusing adverts hosted by some sad fat bloke with greasy hair?
No name man
YOB: Despite your best efforts, you did sound like a complete "thickie".

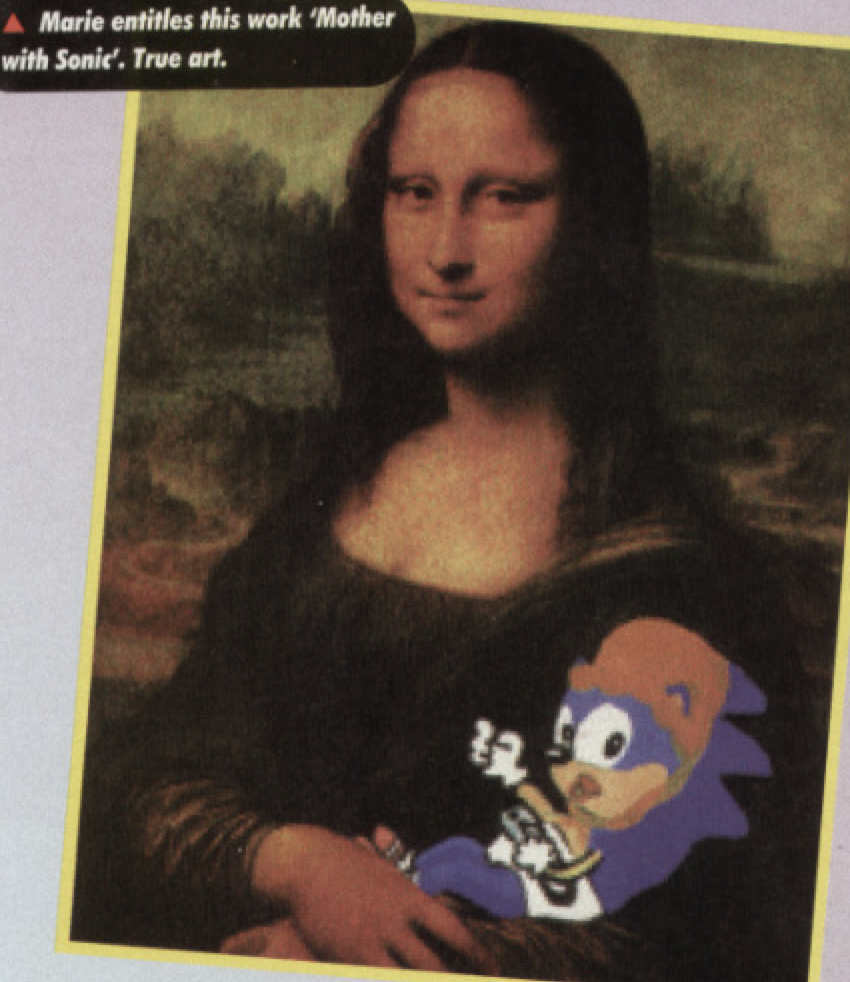
BEST OF BRITISH

Dear YOB,
Do Sega actually produce any games in this country? Most of the games I have seem to be programmed in America (John Maddens, NHLPA Hockey) or Japan (Sonic, Thunderforce IV). Why aren't there any British games? Most Amiga and PC games are written here.
Roger Wilson, Huddersfield
YOB: Sega don't directly, but companies like Core, Accolade, Sony and EA do. Games like Populous II, Robocod and Thunderhawk are all best of British. YOB certainly wants to see more UK games, but only if they are of high quality. Many more Cackulas and I'll be emigrating.

▼ A tortured montagw from Mark in Sheffield.

BOBBY DAVROS

Dear YOB,
Why is it that people like that Shelley woman think they should interfere with our lives by telling us what we should and shouldn't play? Personally I don't give a monkies-dump for what she gets up to, so why should she care what I do in my own time?
Marting Wilton, Cirencester.
YOB: Praise be! MEAN MACHINES will soon be offering its readers a special day out with Shelley, followed by tickets to Bobby Davro in his summer season spectacular. Enjoy!



▲ Marie entitles this work 'Mother with Sonic'. True art.

MEGADRIVE MADNESS

Dear YOB,
I made the mistake of leaving my Megadrive lying on the floor while I went to the toilet. When I can back I found that my baby brother had ripped the cartridge out without switching the machine off. Now when I switch it on nothing happens. Is it broken? If it is is there anything I can about it?
Peter Yale, York.
YOB: My expert knowledge tells me it could be broken — purely on the evidence that it doesn't work. I can offer you two options: get it fixed, or don't. There, helpful or what?

CERTIFIED

Dear YOB,
I'd just like to say that I bought a copy of Night Trap yesterday, and despite being 11, wasn't asked about my age.
William Roker, Leeds.
YOB: It's a fair cop guv! Just make sure you hold an adult's hand and wear a pair of plastic jocks when you play it — it's sooo frightening!

CHEESED OFF WITH SEGA

Dear YOB,
I just want to congratulate you on helping produce the biggest and best Sega mag money can buy (**How to get your letter printed in one easy lesson — YOB**). I have bought ever issue and I'm chuffed to bits with all of them. Once again MEAN MACHINES have proved themselves to be the best by getting the first pictures of Street Fighter II Turbo: Hyper Fighting.
I'm a bit cheesed off with Sega at the moment. The reason is that they are not getting enough games for the Mega-CD on the shelves. When I bought my machine I did not realise that I was going to have to wait three months before any decent games come out.
I have been playing computer games for ten years and I have made up some of my own with pictures and details of all the

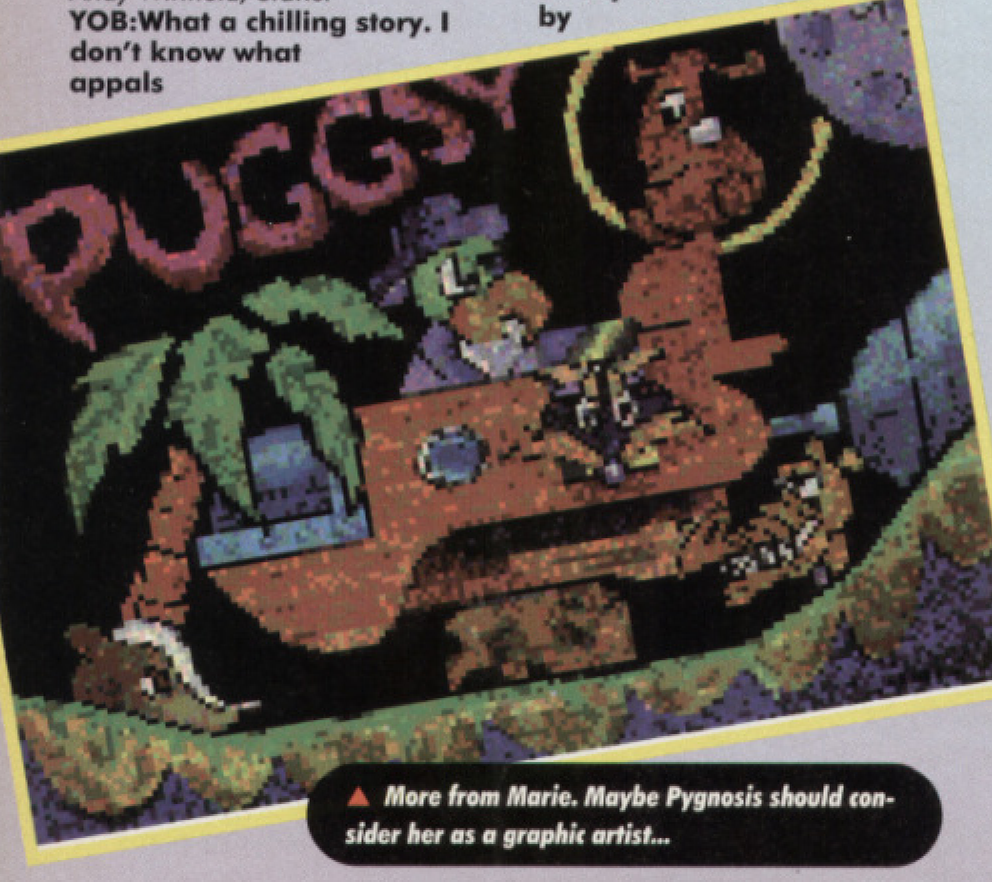
characters and level etc. I am looking for a suitable company to end my ideas to. Could you please recommend me one that in your opinion would be ideal as your experience and knowledge would be of a great help.
Peter Howard, Rayleigh, Essex.
YOB:Yes, Sega were a bit sad with their Mega-CD releases straight after the machine was released. However, there's plenty of stuff out now and an average of about four/five releases a month from now on. As for sending your ideas off, I have yet to hear of a story of a game being developed from an idea sent in by a games fan. You could try Virgin Games, Sega or EA — just don't get your hopes up.

PLAY GAMES OR NICK CARS

Dear MEAN YOB,
What really does my head in is people going on about too much games playing — what a load of crap. I don't know if this is jut a coincidence but about a year ago, I just sat on my ass playing games while my brother went out every night. There is only a two year age gap with me the youngest, now my brother's in prison and I'm still sitting on my ass playing computer games. So what do people want: their kids playing games or nicking cars? Oh and what's your opinion?
Andy Winfield, Staffs.
YOB:What a chilling story. I don't know what appals me the most — your brother's lawbreaking tomfoolery or the mental image of you sitting on your lardy ass playing games all day. Yes, games-playing is a laugh but there is more to life — and it doesn't have to involve car theft. I guess you'll understand when your mental faculties have developed a bit.

VR EYE DAMAGE SHOCK

Dear YOB,
What wonderful chappies Sega are, bringing us marvellous hardware such as the Saturn and Mega-CD. But I saw shocked to read that their up-and-coming home VR system is actually 'dangerous'. Yes, you heard me, 'dangerous'!
No, it doesn't turn people into crazed psychos as a Mrs Shelley might have thought. Apparently it can actually damage eye sight and cause permanent squints. Now what I want to know is, is there any truth in it, because I don't want to fork out £200 on something that's going to damage my eyes.
Christian Ward, Wolverhampton.
YOB:Well, too much of anything isn't good for you. By limiting your time on the equipment, the risk becomes negligible. If you're some kind of drooling vegetable with a VR headset on all day, you're bound to suffer — if only by having the mick being taken out of you for looking totally sad. Oh by the way, sorry about the Mystic YOB comment about you last month, but it was just too funny to pass up.



▲ *More from Marie. Maybe Pygnosis should consider her as a graphic artist...*

ER...

Dear YOB
Give me answers from who two london yob; O.K. meg is in a castle fingers more than thumbs
Joke time's funny
Anon
YOB: To think, this gibbering retarded specimen decided to put pen to paper and spent 24p on a stamp.

MEGADRIVE NATION CONFUSED

Dear YOB,
Your magazine has managed to single handedly plunge myself and most of the Megadrive nation into complete confusion. What I am referring to is your review of Gunstar Heroes in issue 12. How come the Megadrive can suddenly produce, and I quote "remarkable scaling and rotation that put even the Super NES to shame". As I understood the Megadrive has NOT got the custom chips to perform such a task and that is why I have just forked out £280 on a Mega-CD for the privilege of custom chips, etc. Now if the Megadrive can do it anyway why weren't we told and why has it been kept quiet up until now? Please explain!
Yours confusingly,
Graham Haw, South Shields, Tyne and Wear.
YOB: What the lads meant was that Gunstar Heroes is even more amazing because it carries out these amazing graphics tricks without custom chips. There you go.

GROPIN' GORDON WRITES

Yo YOB,
My name's Gropin' Gorden and I have the following computers: Spectrum, C64, MSII. There's a fat lardcake at my school called Bary Colins and he says he C64 is better cause 64K works out better than 8-bit.
Mia Sloblocks, Yellow Cortina World.
YOB: I'm not surprised this shallow mockery of manhood is an acquaintance of yours. You both share the intellectual dexterity and verbal articulation of a rutting donkey.

AN INTELLIGENT REPLY

Dear YOB,
At last! An intelligent reply to Mrs Shelley (MEAN YOB No 12: Paul Kelly). Somebody has realised that the way to defeat her is to respond in a language that she can understand, but more than that in a way that she cannot argue against. I am worried about the effect she has had on parents whose children own a Megadrive, but I am more concerned about the damaging effect on my faith. I am a Christian and own a Megadrive. I can't see a problem with that. I don't let it get in the way of my church activities but that's my own business. I am shocked and hurt by that fact that what I am doing is, according to her, 'of the devil'. Now, if all I did all day was play computer games then no doubt it would be damaging — not only to me but to my family. I'm sure I can say that on behalf of everyone as we all cherish our families more than our Megadrives! Anyway, I just thought you might like a view from the other side of the other side if you see what I mean!
Matthew Moxam, Cheadle Hulme, Cheshire.
YOB: Well that's the end of that. Any more letters from or mentioning Shelley will now be consigned to Radion's desk to join the festering mound of refuse already there.

HARROD IN DAVROS SHOCKER

Dear YOB,
Please can you tell me where I can get the Daleks which were shown in the September issue, I think they're excellent! Also, which game can you recommend to me from the following: Buster's Hidden Treasure, Jurassic Park, Jungle Book and Chuck Rock I. Can you tell me if there is going to be a Jungle Strike II.
Chris Wright, Baldock, Hertfordshire.
YOB: Funnily enough, the Daleks featured belong to a certain Gary Harrod, art editor of NINTENDO MAGAZINE SYSTEM and special guest art editor for our Street Fighter II mag this month. They were a birthday present bought by the team to remind him of his Davros-like playing skills. We got them at Forbidden Planet for a wallet-busting £32.00.

Midland Livecash is available for 11-18 year olds. You must be 16 to receive the driving lesson vouchers and 17 to use them. ©MIDLAND BANK plc. 1993.





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MEAN MACH-11

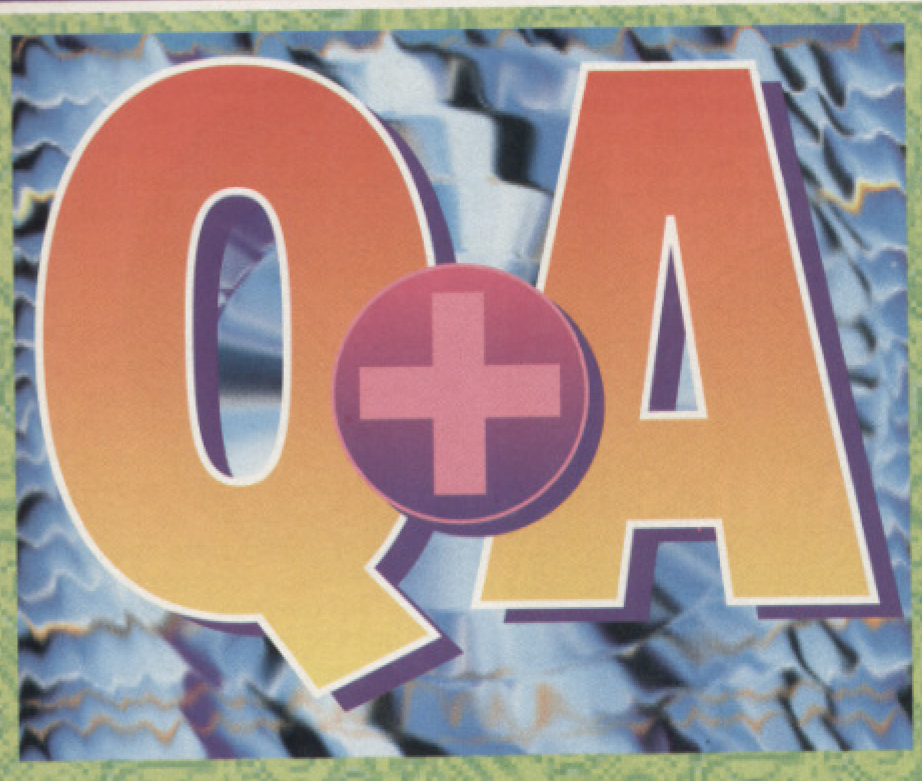
NAME (MR/MISS/MS)* ______________________

ADDRESS ______________________

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POSTCODE ______________________





High on a mountain top, somewhere in the middle of a strange and distant land, is a monk. He sits on a rock, suffering from piles and accumulating the knowledge he needs to write this section. Yes, it's Lobsang Jaz, grand inquisitor of the Q+A section and all round good egg. All he asks for is his weekly bowl of rice and a plentiful supply of questions. So keep him busy by sending your queries and packets of Uncle Ben's to: Pass the Anusol To Ease My Bulging Grapes, Q+A, MEAN MACHINES, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

DUMP TRUCK

Dear Jaz,
I've already got my Megadrive and I'm planning to get a Mega-CD. I'm uncertain about a couple of things, though, so could you answer my questions?
1. Will the Mega-CD 2 be compatible with the old Megadrive?
2. When will the Capcom six-button joystick be released?
3. Will there be any other games that will work with it?
4. Will Final Fight 2, Sim City and X-Wing be coming out on the Megadrive or Mega-CD?
5. When are you going to review Monkey Island on CD?
Mark Jones, Glasgow.
JAZ: 1. Yes 2. Probably around Christmas time — sooner on import, I'd expect. 3. All buttons compatible with the six-button joypad will. 4. No, although Rebel Assault is coming out on Mega-CD. 5. Hopefully in our Christmas issue.

DUMPSTER

Dear Jaz,
First off, could you tell me if any company is planning to produce a Megadrive version of the classic game Elite? Secondly, why is it Sega no longer produce the excellent Phantasy Star III? I have scoured every mail order company for this game with no success. Some even admitted there's a great demand for the game, so why don't Sega re-issue it instead of turning out bucket-loads of crud?
Phillip Eno, Warrington.
JAZ: Hmmmm. There are no plans at all for a Megadrive version of Elite, although if you're lucky, Konami might release Elite II. Having seen the Amiga 1200 game, it would really need the DSP chip.



▲ Ermy.

WASTE DUMPING

Dear Jazza,
Could you please answer some questions for me.
1. Will a machine that plays Megadrive, Master System, SNES and NES games be made, as I have read about such a thing in other magazines.
2. How much will 3DO cost, and is it any good?
3. Is there any more news on the Sega 32-bit machine?
4. Will the Nintendo Drive have more advanced chips than the Mega-CD?
Danny Daniels.
JAZ: 1. We've heard rumours about something along these lines, but believe me, the device will never see the light of day in the shops if Nintendo or Sega have anything to do with it. No one has seen much of the 3DO in action, although me and Rich had a sneak preview of some of EA's titles at the ECTS show. Road Rash 3DO looked amazing at the CES and EA are now saying that it's ten times better than that! The machine should cost around £400 to £500. There is no such thing as the Nintendo Drive, by the way. As far as Saturn info goes, we've already brought you most of the info we had. However, we're getting more info every week from our Japanese correspondent. More soon.

DUMP SITE

Dear Jaz,
Please could you answer these very hard (but not too hard for you) questions.
1. Is Sega's new DSP chip better than the Super FX chip?
2. Is Virtua Racing on the Megadrive looking better than Star Fox on the SNES?
3. Will Megadrive Virtua Racing be as fast as the coin-op?
4. What is the blood cheat for Mortal Kombat on the Megadrive?
5. The Megadrive's really getting on a bit now, how long do you think it has left?
6. Is the Saturn going to be as good as 3DO?
Daniel Norris, Colindale.
***JAZ: 1. I haven't got the specs for DSP, although my sources at Sega say that it is indeed better. 2. "Looking better", what do you mean? 3. Hopefully — some compromises have been made with detail to bring you the speed of the coin-op. 4. On the screen that goes on about the code of Mortal Kombat press A, B, A, C, A, B, B. 5. Good question — it's bound to be superceded by machines like 3DO and Saturn — but these machines are going to be a lot more expensive than your £130 Megadrive... 6. Since 3DO is out 15 months prior to Saturn, Sega have got** to make it better.*



▲ So, chuck a fireball at me would you?

DUMP YOUR LOAD

Dear Jaz,
This is the fifth time I've written to you, so could you please answer my questions.
1. I have a turbo joypad with three normal buttons and three turbo buttons. Could I use it as a six-button pad for Street Fighter 2?
2. When will the following games come out: Jungle Strike, Final Fight CD, WWF Rage In The Cage CD, Mortal Kombat CD and Street Fighter Hyper CD.
3. Could you give me some info



▲ Smell my glove.

on the Sega VR system?
4. Do you think this censorship lark will catch on?
Matthew Glass, Eccleshall.
JAZ: 1. No you cannot. 2. Apart from "Street Fighter Hyper CD" which you've made up, most of them should be out by the beginning of next year. 3. There's not really much more I can add to Rich's CES report. 4. The industry wants to be seen as responsible and Sega are taking it quite seriously, so it probably will.

COMMUNAL DUMP

Dear Jaz,
Please, please please answer these questions for me.
1. I recently bought Terminator 2 the arcade game, do you think that was wise?
2. Will Robocop vs Terminator be better than General Chaos?
3. Is Mortal Kombat better than Street Fighter on the Megadrive?
Peter Renn, London.
JAZ: 1. Not particularly. 2. They are completely different games — you can't really compare them. 3. No it is not at all.

LARGE DUMPS WITH SEAGULLS

Dear Jaz,
Can you help me, as no one else seems able to? I recently bought Tiny Toons on the Megadrive after seeing the review in Mean Machines. I rushed home an stuffed in my Japanese machine only to find it didn't work. The Konami logo appeared and it locked-up after that. I tried it again on my brothers English machine and it worked perfectly, so I rang the shop and they told me that the cartridge contained a special new chip to stop people buying imported games. It didn't say anything on the box, though, so is this true?
Gareth Bevan, Hull.
JAZ: All Konami games have import protection — that is, the game contains code that finds out what type of machine you're using (official, import) and then locks up if the cart doesn't match it. There is no special chip. You can phone up an import shop and get them to add special switches to your Megadrive in order to "convert" it into any machine — UK, Jap or USA. It costs a fair bit, but it does work with all games — guaranteed.

OFF-SHORE DUMPING

Dear Jaz,
I'm going to America soon and I want to bring some stuff back with me, but I'm uncertain about a few things.
1. Will the US versions of Cool Spot and Flashback work on a UK machine?
2. Can I use a US Mega-CD 2 with my UK Megadrive?
Michael Kemp, Tamworth.
JAZ: 1. Er, I think you're okay with Flashback, but Cool Spot, like all Virgin Games of late, is protected. 2. Only if you're going to use the CDX converter. Be careful with your power supplies — you should be okay if you stick to Sega power packs.

LATE NIGHT SECRET DUMPING

Dear Jazza,
Please can you print this letter as I need the answers.
1. Will French games work on my UK machine?
2. Are EA going to be bringing out any more games in the Desert Strike/Jungle Strike series?
3. Do you like Quantum Leap?
4. Why do EA carts have little yellow tags on the side?
Geoffrey Paddison, Alsoger.
JAZ: 1. Don't see why not. 2. Jungle Strike's gone down really well, so I guess they will. 4. Because EA have their own plastic cart mould that's why.

DUMPED ON

Dear Jazza,
Please could you answer a few questions for me.
1. After catching all 95 Augs in Night Trap we find the game had the usual ending. Does this mean there will be a Night Trap 2?
2. What is Willy Beamish like on Mega-CD?
3. Is the Sega Saturn any good?
4. Please, please, please give me the address or telephone number of Kelly (Dana Plato) from Night Trap.
Paul Stafford and Michael Rennard, Leeds.
JAZ: 1. Perhaps. 2. Pretty cacky really. 3. The spec looks amazing and the information we keep getting in about the machine is simply stunning. 4. Be off with you, you forlorn individual.

DUMPED IN

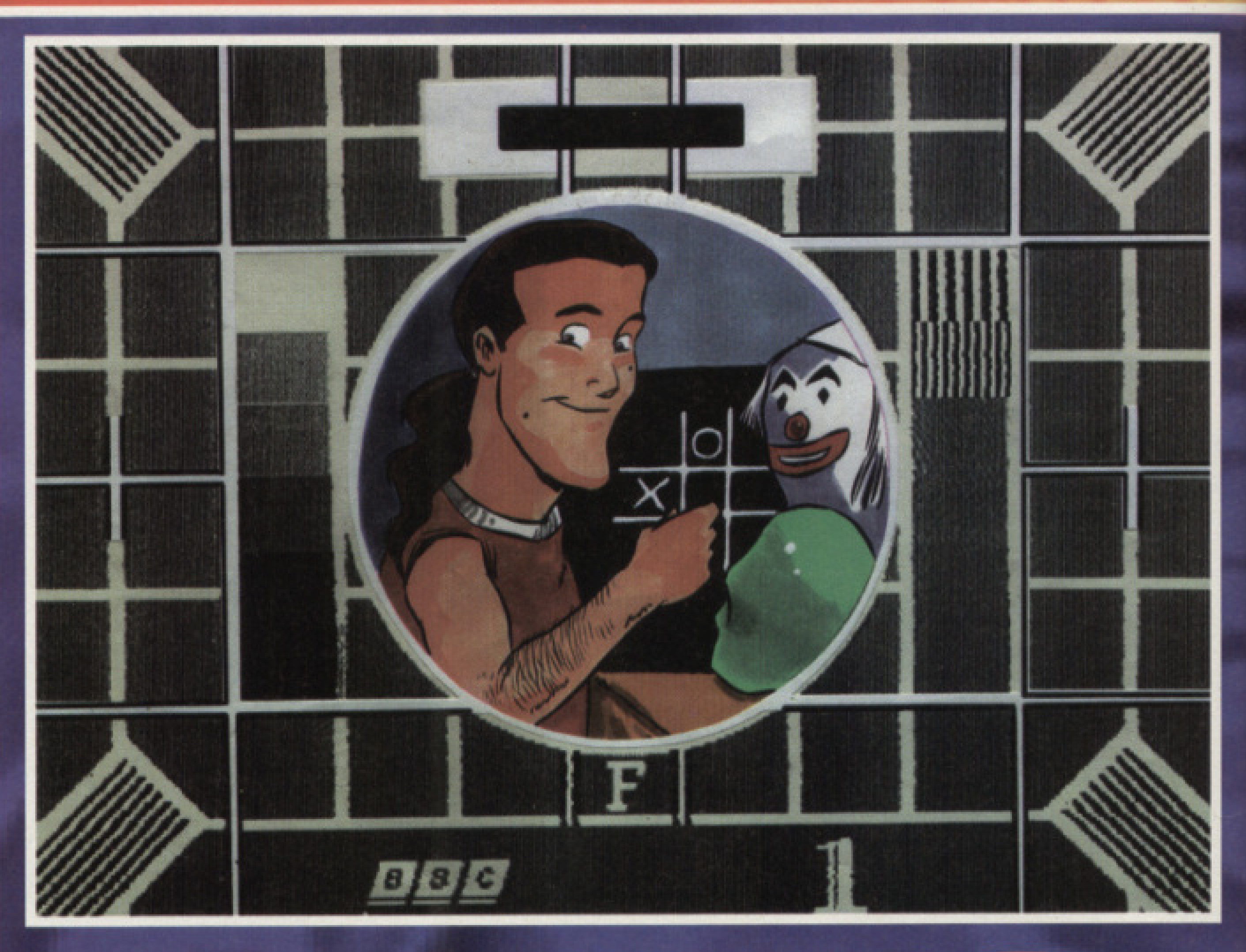
Dear Jaz
Please could you give me some details on the following games.
1. Will the excellent PC golf game Links be appearing on the Megadrive or Mega-CD?
2. Are the coin-ops Phoenix and Xargon wars available on any consoles.
3. When will there be a larger range of games for the Mega-CD.
Colin No-one
JAZ: 1. Nope. 2. Phoenix is out on the Atari VCS, but I guess that's not really what you wanted to hear. 3. That's a bit of a stupid question. As time goes by, more Mega-CD titles are bound to be released.







PAUL'S TIPS



FILTER TIPS

What exactly is it that pushes people off the edge, out of their minds and off their trolley when writing to this section of the magazine? Some mysterious force or the mark of genius? Witnesses of the profound manuscripts sent by our prolific regulars all testify to un-placeble yet distinct feelings of discomfort. It's a strange phenomena that raises many questions, most of which are better left in the shadows from whence they came. Games featured amid this month's curiously inspired ramblings are Cool Spot, Rocket Knight Adventures and something astonishing for Super Monaco II. Are strange voices speaking to you at night? Is every waking thought haunted by revelations applying to games strewn about the bedroom? If you fancy the chance of winning a couple of superb Electronic Arts carts, send everything — all excepting used tissues — to:
TAKE ME TO YOUR READERS, MEAN MACHINES TIPS SECTION, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON. ECIR 3AU.

BUBSY

Jonathan Frascella saves us the trouble of playing right the way through Bubsy's adventure with this okay list of all five passcodes:
Chapter 3: SCTWMN
Chapter 6: JMDKRK
Chapter 9: DBKRRB
Chapter 12: SLJMBG
Chapter 15: BTCLMB







BULLS VS LAKERS

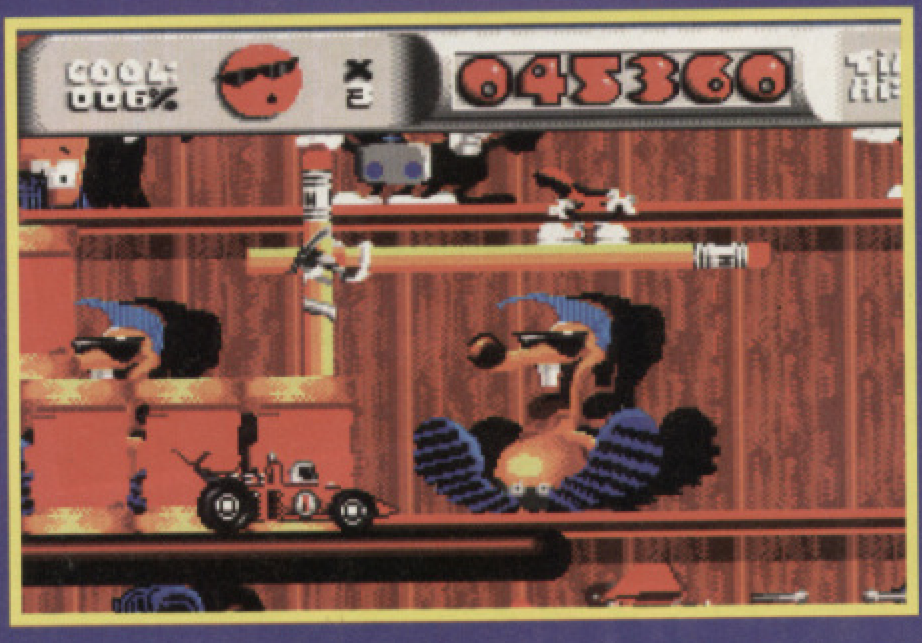
Paul Prunty is blunt and to the point. No messing, he just banged these two pass-codes for Bulls vs Lakers on a post card and sent it in. SXMBBBBF triggers the end of game sequence and SXSBFBBC places the player as Bulls in the final against Blazers with a 3-0 lead. Thanks Pau.... oh, he's off already!



COOL SPOT



Behind the shiny, happy exterior presented by Virgin's Cool Spot is quite a respectable challenge. Adam Roys is kind enough to reveal the secret of infinite lives and invincibility. Start the game as usual. Next pause the game and press ABC, BAC, ABC, BAC. A noise is heard and the level is automatically completed. Upon the start of the next level Spot is invincible and possesses infinite lives. Adam reckons this cheat is possible on any level!



EX-RANZA

We have two astounding cheats for Ex-Ranza lined up here! One allows the player to clear any stage in the game at a moment's notice, the other is for a frame-advance. Pause the game at any time during play and press UP, DOWN, UP, DOWN, UP, DOWN, C, B, A, RIGHT and LEFT in rapid succession. A sound is heard to indicate the cheat is working. Now press A to activate the frame advancement mode or B to advance straight to the Boss! Press B once more to skip the stage when fighting the boss.

FATAL FURY

From a spectacular location in Ireland comes a similarly striking cheat for Fatal Fury. Thomas Kelly of County Tyrone writes saying that a different ending for the game is seen by keeping the throw button pressed after defeating Geese Howard. However if continues are used the cheat doesn't work.

FLASHBACK

A discovery of Lester's ability to walk through walls in Flashback has Danny Allen irresistibly contributing his find to one and all. Walk Lester up to a wall then turn him around so his back is facing said obstacle. Press and hold the fire button and tap the D-pad in the direction Lester is facing. Immediately push the D-pad in the reverse direction and release the fire button and Lester proceeds through the wall! This cheat also works with locked doors!

FIGHTING MASTERS

Before the Street Fighter II rumours began, this manic combat game did extremely well on import. For those of you wise enough to own a copy here is the means to discovering both a very easy and mania setting. Select the options screen then choose EASY difficulty and 5 continues. Select 8C, 8B and 8A from the music test and choose sound 90. This selects the Very Easy setting. For the Mania setting simply replace EASY with HARD. Oops, almost forgot you there Herdy and Mat Miller!

GLOBAL GLADIATORS

Hurray for Ed Lomas! Just when he'd apparently exhausted his incredible powers, Pinky returns with a stage skip discovered whilst under the influence of an evening's fast-food binge. Perform this cheat to order by pressing B, C, B, A, B, B, C, B, A, B. Unpause the game and Mick, Mack or both move onto the next act. Ed also caters for the impatient among us as he tells of a secret programmer's screen that allows the selection of both infinite lives and a choice of starting level. With the Sega logo on screen press C, B, A, C, B, A, C, B, A, C, B, A in rapid succession and the option screen appears!

KING OF THE MONSTERS

Hello it's that Paul Holdham again and he's got another great tip for us again. A hidden 'continues' option is found by pressing A, B and C then START on the title screen and pressing A to access the options. Now your chosen monster has between three and twelve continues to grapple with.

LHX ATTACK CHOPPER

There are two reasons for printing Paul Lowndes LHX passcodes. First of all they take up a bit of room and save me a lot of hassle, and secondly his letter is adorned with bribes — of sorts. A Jimi Hendrix playing-card, a 1p stamp (?) and a Chinese proverb doodah found in a bubble-gum packet. Paul reckons this sad collection wins him a huge prize. Surely someone can do better than this! There's one thing that I'd like in the whole world at the moment. Should anyone guess what it is and send it in to me I will personally arrange an extra special prize for that person. Oh yes, of course, the codes:

Very Hard Level:

CBAAAEC
CBAAIFC
CBRAQGC
CBAAYHC
CDAAAUE
CDAAIVE
CDAAAUE
CDAAIVE
CDAAQWE
CDAEYXG
CDIEBAA
CDIEJBA
CDIERCA
CDIEZDA
CDIEBQC
CDIEJRC
CDIERSC
CDIEZTC
CBYEAIA
CBYEIJA
CBYEQKA
CBYEYLA
CBYEAYC
CDYEIZG
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CDYEBIA
CDYEJJA
CDYERKA
CDYEZLA
CDYEBYC
CDYEJZC
CDYER4C

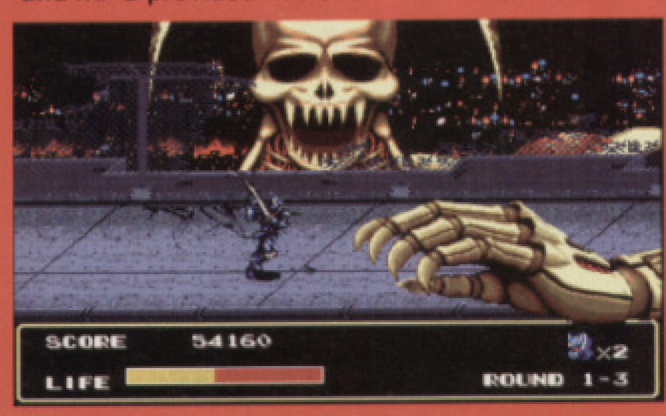


MICRO MACHINES

Richard Williams, who shares the same name as one of my life-long friends funnily enough, has found this cheat for this well smart racer. On level eight — the Bermuda Bath Tub — towards the end of a lap there lies a yellow tube. Whilst driving his car around the obstacle rather than pass through it young Dick Bills discovered his car drove right off screen and emerged half way round the track into the next lap! Apparently this requires some practice to perfect, so persevererererere.....

MAZIN WARS

MegaTech, our sister magazine, actually beat us to this one but then they probably hired evil Thomas Guise to steal it form our pigeon hole in the post room! The cheat allows players to skip through the levels and fight only the boss characters On the options screen select SOUND TEST and choose 18. Also have the SE TEST read 72. Select EXIT, push START and behold the first of the many, end-of-level guardians! J Newman and Mr C provided this one.



MORTAL KOMBAT



In a pitched attempt to end all the phone calls, here are the secret ingredients to a date with the legendary (He wishes!) Reptile: When fighting above the spiked pit the human-controlled character scores two perfect bouts in succession, performing the death move in both. Following this the human-controlled character jumps down into the pit to where Reptile awaits! The one clause in the deal is Santa Claus who is required to fly across the skyline during one of the bouts to make the cheat work. Another method, that of scoring four lots of two perfects before reaching Goro, is less reliable. Roland Mawlabaux is the fighter to credit for this.



ROCKET KNIGHT ADVENTURES

It's a mean trick but then Konami are good at them. Just when Sparkster's Rocket Knight Adventures appear at an end the programmers hand over a Very Hard level! This extra difficulty setting is not usually available from the options screen and is only enlisted by pressing DOWN six times, Up twice then DOWN twice on the D-pad when the Konami logo is screened. Oh and I found this one all by myself. Good, eh? No, no it was nothing really. No. No, please. It was nothing. Oh stop it. No. Stop!

SLAP FIGHT

Believe it or not a third version of this classic title is programmed into the Megadrive cart. Called TOAPLAN mode (TOAPLAN are the original programming team) this is accessed by pressing buttons A, B and C together with the cursor lined up with 'control setting'. Cor!

ROLO TO THE RESCUE

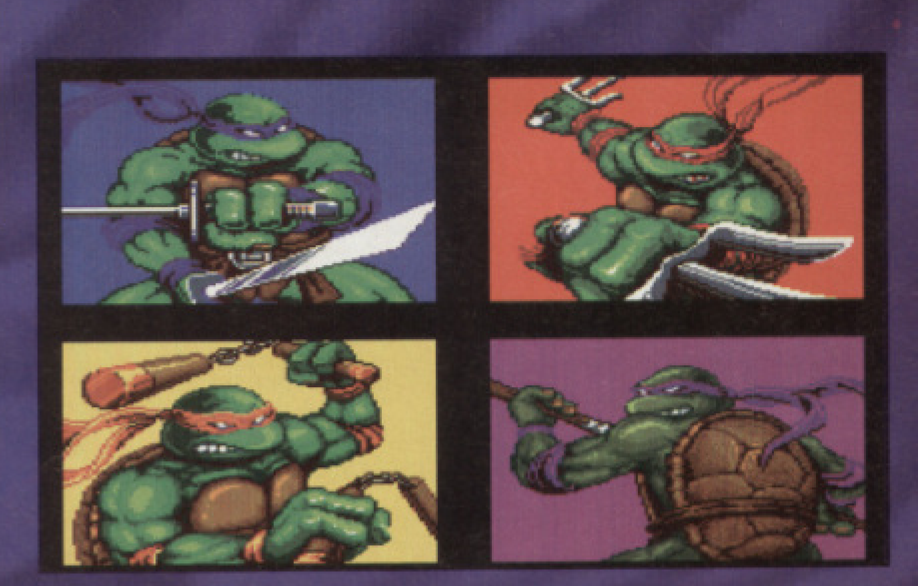
Free-falling 'phant: Doh! It's so annoying that Electronic Arts deprived this excellent game of a battery back-up! It takes hours of play to complete because of this! Still Carl Young is at hand to explain away a problem or three. For example, he knows how to get those three pesky 1-UPs in the third forest area — the ones placed high in the tree that even the sassinfrassin rabbit can't reach! The waterfall to the left of the ninth tree along is the secret. By dropping Rolo down the waterfall and pressing hard left as he falls the jolly tusker is transported to a point above the ninth tree where he drops onto them there lives!

Rolo travels the underground: The penultimate area of the forest level hides a shortcut to the canyons. Mole digs a hole through the first wall to the left through which Rolo trots and leaps over the exit sign. Here he encounters another wall which Mole dutifully digs on through. Role now enters a room containing a washing machine. This shrinks Rolo and allows him to double back on himself where he eventually passes through a narrow passage. Bounding over another exit sign, Rolo hops into a mine-cart which leads him to the canyons where many extra lives and bonus points await.

Secret Squirrel: Unfortunately this most excellent of cartoon stars does not make an appearance. Rather the squirrel discovers a room stacked with bonuses during the second piece of the forest jigsaw. At the end of the level there is a wall that the squirrel climbs at the top of which is a hidden entrance to the bonus room.

TURTLES HYPERSTONE HEIST

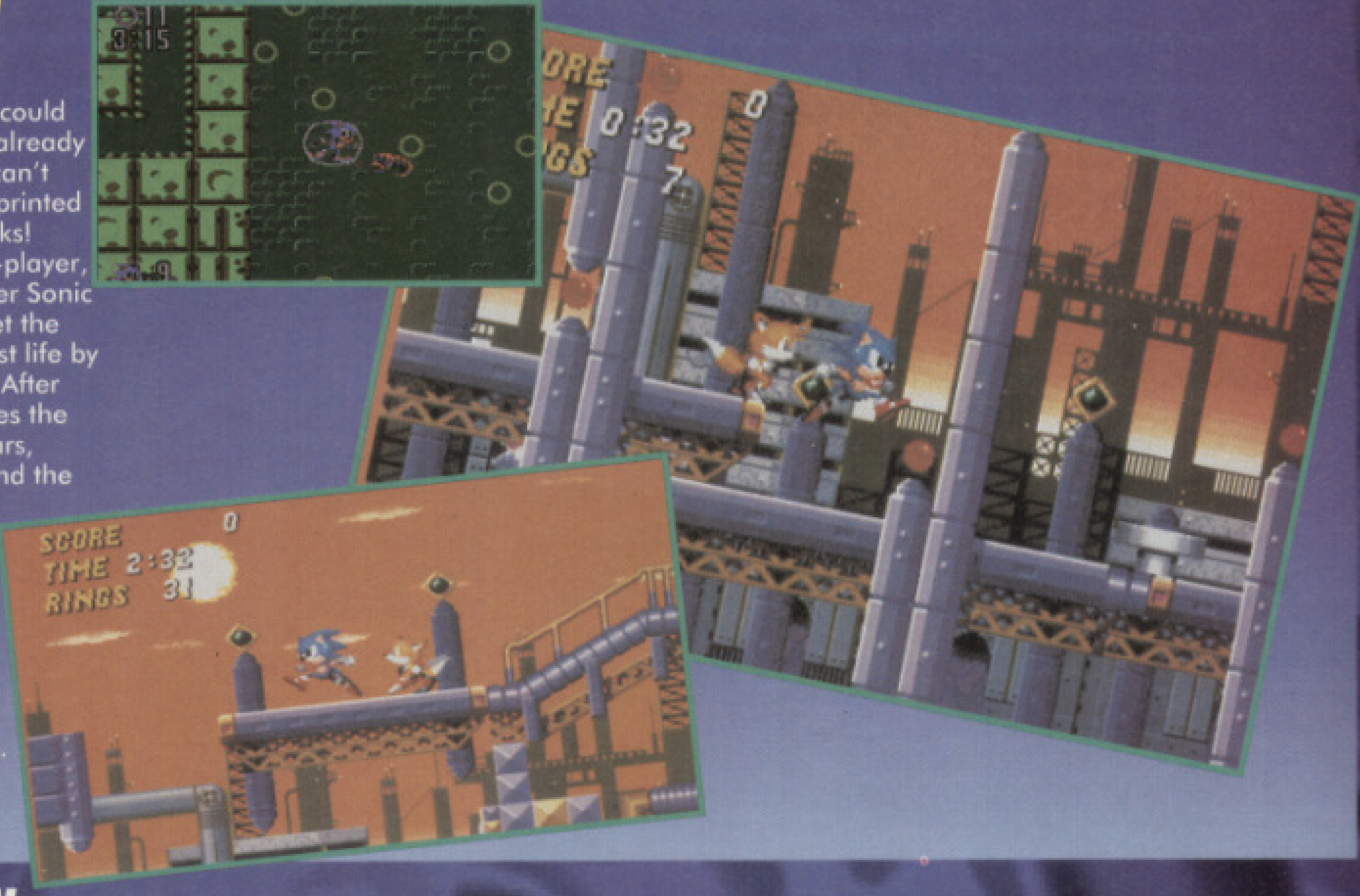
Herdy and Mat Miller tread the boards with this stage select for one of Konami's fine titles. When the Konami logo is screened press the C button once, the B button twice; press the A button three times then B, A and START. A hidden option screen appears from which any stage is selectable.





SONIC II

Sonic II, eh? Only Ed Lomas could be so bold! Apparently he's already sent this cheat in twice and can't understand why we haven't printed it before, even though it works! Alright, already! On the two-player, split-screen mode allow either Sonic or Tails to finish an act but let the other character lose every last life by deliberately killing them off. After stripping them of all their lives the GAME OVER message appears, which is obvious really Ed, and the scores are displayed. The next level starts and the player who lost all the lives now has an almost infinite supply of credits! Ed mentions that the cheat is possible with both players so the game doesn't stop should one player lose all their lives. Thanks Ed.



WORLD OF ILLUSION

Carl Young tells of a path in stage two that avoids the entire collapsing ceiling area. Choose Mickey's adventure and take him past the magic carpet bit to the rocks where lightning strikes. Mickey raises both rocks, drops them to the left and drops down a further two rock faces. Unpredictably, he now jumps right back up and travels back to the moving rocks. Continuing left Mickey finds himself floating along the bottom of the screen where he arrives in the cloud area where the piano awaits! Carl. How the heck did you discover that one, eh?



SUPER MONACO GP II

This unbelievable cheat allows the motorbike featured in Super Hang-On to race alongside the cars in Super Monaco Grand Prix! Enter HANG-ON as your name for the World Championship and save it. Now reset the machine. Do not switch it off! Now select free-practice image-training and the grid. Press DOWN and A on the D-pad until the transmission select screen is displayed. Select transmission as normal and hey presto uno motorbike-o!



WORLD CLASS LEADERBOARD

Sean McKenna! It seems you are not well. Indeed, if your letter is any indication, the fuse of your sanity burns ever closer to the lunatic within you! Find help and quickly!

Sean McKenna's tip: Score a hole in one by selecting a two iron at the tee and taking a Punch shot. Unbelievable but true, says McKenna — So long as maximum strength is used, the back-swing as near to the centre as possible and the ball stays within the fairway.

Okay, look. Everybody has got to ***read this — McKenna's insane banter about who knows what:***

'Due to a financial ressestion personally, and the demand for Deamon charmer's (My Proff:) I am in turmoil as I can feel a whole family style network of Demi-holes on PGA II. I also gain conferdance from my partener in Seeking Game Demons Who sweares to know the exact Location of a demonic surge on course I of PGA II.

'I can only wait and hope, my fate lies with you.....

'Let's go Demon-bashing on PGA II.

'*Demon dwelling — a hole where the expected Eagle turn's to a baffling bogey.

'*Major Tip — Extract a demon + reverse the polarity, ie = minus - plus return - the demon successfully and open the gates of reality....

'*Outcome - Achieve the impossible.

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EH?



SOL-FEACE

Surely Ed Lomas is discovering more cheats for Sol Feace than there are actually programmed into the game! This one makes the ship not only invincible but *totally* invincible! Ed, I'm asking you what's the difference? Bang in the level select cheat (A, B, C, A, B, C, B, C, B, A) and select the configuration screen. Highlight MODE and press RIGHT on the D-pad until MY99 is displayed. Hold down the A button and proceed to press RIGHT again until MUTEKI replaces MY99. Whilst still holding down the A button choose a starting level, exit, choose CONTINUE and Sol-Feace is invincible! Thanks a trillion-billion Ed.

By the way, your old joypad must be a bit worn out by now so have a new one. The excellent people at Powerplay said we could give you one of their Competition Pro joypads. So all thanks to them, eh. By the way, we've got loads more to give away

MASTER SYSTEM TIPS



FLINTSTONES

Poor old Fred, or lucky old Fred — whichever way you look at it cos the Flintstones is the only Master System game in the section this month. So Chris Yacomini has saved this machine's hide, for one issue at least! On the title screen press UP, RIGHT, RIGHT, DOWN, DOWN, DOWN, LEFT, LEFT, LEFT, LEFT and START. As soon as the game starts pause the game and hold down both buttons along with:

UP — For level one.
RIGHT — For level two.
DOWN — For level three.
LEFT — For level four.

THANKS BUT....

...To Saun Whitlock for his compliments to MEAN MACHINES and Ecco codes. Steven Gelling — who deserves a good beating for being disgraceful! Morgan Baikie for Warriors of the Eternal Sun maps. Philip Linfield for his indiscipherable-blotch-Sonic II-debug cheat. Christopher Dudley for an extensive Revenge of Shinobi player's guide (somebody send an SAE and I'll pass it on). J Brant for his bumper book of tips. S Fowler for enormous Streets of Rage poster and that old Mania tip. Oh, and Rich would like to say "thanks" to our beloved postie, Rob McBride for being so sad and forlorn on Mario Kart.



UNTIL YOU'VE HAUNTED YOUR FIRST BATHROOM YOU HAVEN'T LIVED... OR DIED FOR THAT MATTER.
MEGA DRIVE
HAUNTING
STARRING POLTERGUY ™
MEGA DRIVE
GENERAL CHAOS
MEGA DRIVE
SUPER BASEBALL 2020
MEGA DRIVE
TECHNO CLASH
Revenge is sweet so they say. And what could be sweeter than to return from beyond the grave to haunt those who were responsible for your sad and untimely demise - the evil Sardini family.
As the inimitable Polterguy, you can activate up to 400 supernatural fright items
EL■CTR●


SEGA
MEGA DRIVE

THUND







PRICE	TBA
BY	CORE DESIGN
RELEASE	NOVEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: UNLIMITED
SKILL LEVELS: 3
RESPONSIVENESS: UNREESTRAINED
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

293,700 MERITS

ORIGIN

Core Design already has a game named Thunderhawk available for the Amiga. This Mega-CD version is a lot different.

HOW TO CONTROL

The D-pad acts as the Thunderhawk's joystick. Thunderhawk's altitude is altered by holding the C button and pushing UP or DOWN on the D-pad.

A Fires the current weapon.

B Toggles between weapons.

C In conjunction with the D-pad allows the Thunderhawk to manoeuvre whilst hovering.

S Starts and pauses the game

HOW TO PLAY

Take the Thunderhawk into combat through 48 different missions in ten areas of the world.

Being the worldly-wise people they are, Core Design know there are many problems requiring a solution on this planet of ours. Rather than dwell solely upon the likes of ending drug Baron's reigns, thwarting some major invasion or rescuing small villages from evil tyrants, Core's first real Mega-CD title provides the player with the tool to end to it all. At the helm of the Thunderhawk — a prototype helicopter gunship — Mega-CD owning mercenaries now storm into battle against everything and anything that moves.

Through ten assorted operations, incorporating 48 separate tasks, the Thunderhawk's pilot undertakes salvage missions and defends innocent people from exploitation in places ranging from South East Asia to frozen Alaska. Seeing as the Thunderhawk is armed with the latest in arms technology, taking the fight to the enemy is simple. Or so it seems.



Take a look at this, guv'nor. Genuine helicopter propellor blade good luck charm, cor blimey.

PANAMA CANAL: CANAL CRISIS

Imagine the chaos of a city without bananas! This is potentially the case in Panama as warring factions attack all merchant shipping passing up and down this stretch of water. Enemy gunboats, water mines and SAM (surface to Air Missiles) sites are the targets here.





Barry's hatred of orange crosses goes too far.



COMMENT

PAUL

Sega's choice of Thunderhawk as their flagship Mega-CD title in America is a wise one. As fast as it is smooth, the Thunderhawk handles well and the illusion of speed as the craft is piloted through the forests and canyons is both convincing and exhilarating. Success is only guaranteed to those who have the patience and skill to fly this thing properly, assuring that no target is missed whilst also keeping the welfare of the Thunderhawk in perspective. A strategic element enhances the gameplay and the assortment of specialist missions offer variety too. What isn't all that wide-ranging is the use of tactics. For the most part it is possible to escape damage whilst inflicting some of your own by flying at a reasonably low level and following the directions indicated on the compass and radar. Consequently the boredom threshold is crossed very early in the game. Thunderhawk is awesome to watch, sonically extravagant but is downed in the fun department – almost, nearly but not quite the killer I had hoped for.




Games action ahoy in this action packed screen shot

ALASKA: BIO-RESEARCH



A US bio-research lab is under threat from just about everything the enemy has to offer. This could mean an end to the many strange and unthinkable experiments going down in this vicinity. Perhaps it's just as well! Still, duty calls and the Thunderhawk once again takes to the skies and routs all and sundry before they can get their woolly gloves on any top-secret, biological designs.

CENTRAL AMERICA: RECAPTURE TOWN

Since enemy occupation, a certain small town is in such a bad way that it's hardly worth recapturing at all. Still, justice must prevail and so the guerrilla troops, currently enjoying what little the town has on offer, are soundly blasted from their strongholds and convinced never to try this kind of gag again! In between Thunderhawk and the town are determined tank divisions and the like and a bridge is sacrificed to prevent any further damage to this precious Central American town.

THE WORST OPERATION I EVER HAD....

As mentioned earlier, the Thunderhawk is required to solve the problems found in ten locations worldwide. Each has its own list of prime directives. Here's a brief lowdown:

SOUTH AMERICA: ARMS RUNNING



The legs of a thousand South Americans are fleeing their homeland due to terrorists behaving as only terrorists know how, courtesy of arms running hostile forces. Five missions bring this dread situation to a standstill allowing the South Americans a safe return home.

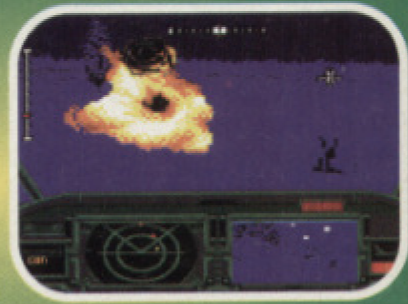




Another quiet day in Moss Side

Another wily tank thief foiled by those guys from Chubb and Yale.

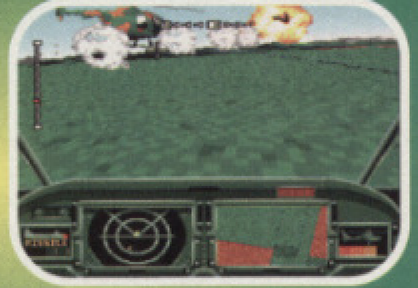
SOUTH AMERICA: STEALTH DOWN



Looming trees make a nuisance of themselves in this location as do Surface to Air Missile sites camouflaged by dense forestation and well disguised patrol tanks. The point of this operation is to destroy the enemy base where scientists are excitedly deciphering the workings of the Stealth machine in the hope of constructing something like it for their own evil purpose.

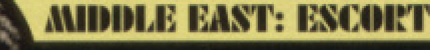


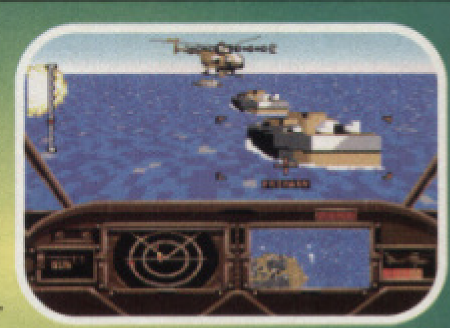
EASTERN EUROPE: UN CONVOY



Well if it isn't another besieged town in the middle of nowhere! This time round the inhabitants don't seem bothered at all by their misfortune, so long as they get their three meals a day and plenty of fizzy pop! A convoy of trucks from some of the world's most renowned supermarkets is on its way to with massive supples of everything. Defend this convoy, resisting the temptation of going on an all-out, gook-destroying bonanza that might forfeit the convoy's protection.

MIDDLE EAST: ESCORT

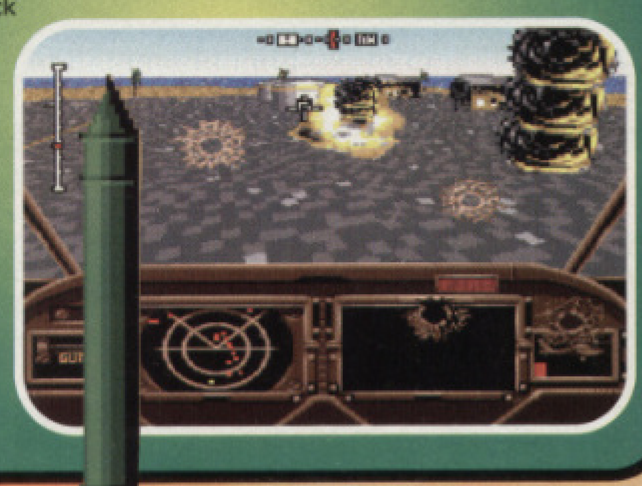




Once more the enemy forces are living it up in places they don't belong and it's down to the pilot of the Thunderhawk to support the advance of the UN forces as they attempt to reclaim the friendly territory. This particular set of missions is quite a departure from the usual run of things in that the player not only looks out for his own safety but the welfare of a UN helicopter too. Simply taking care of all the primary targets in this instance is worthless if the UN transport is shot down, in which case all of the player's efforts are a big waste of time!

MIDDLE EAST: OIL DISPUTE

Oil refineries are sitting ducks for terrorist attack, especially when terrorists have access to submarines. Only the Thunderhawk, with its MK 54 depth charges, is capable of making sure that this enemy never comes up for air again! Though elsewhere in the game the Thunderhawk takes advantage of low flying to avoid radar detection there is not a hope of repeating this success here as the open seas are swimming with gunboats that spot any oncoming attack from miles away! Only with a pilot's superior flying skills is this operation made a success.



SOUTH EAST ASIA: CHEMICAL WARFARE



The nearest most of us get to chemical warfare are the results of hot curries and too much lemonade. In South East Asia, chemical weapons are constructed with the aim of being considerably more deadly. The victims certainly can't laugh the likes of nerve gas off in a hurry. By first knocking out the enemy radar stations the chemical weapons assembly plant is the main target in this area.

SOUTH CHINA SEAS: PIRACY

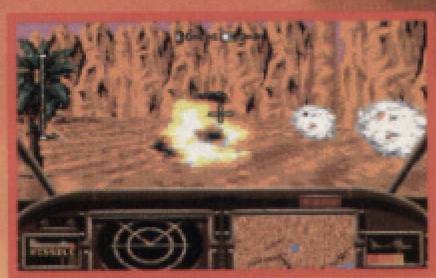


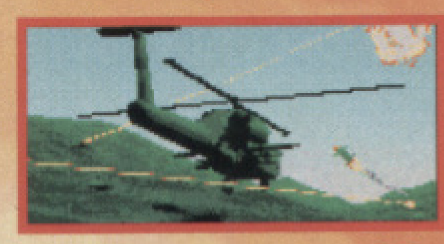
Oo Arr! The pirates be bothering our UN shipmates on the open seas and the situation calls upon the heroics of a land-lubber for sinking their festerin' vessels good and proper! Don't go blathering about, wasting time with petty targets in these waters! Go straight for the primary targets — the pirate's main base, situated on an island — before Jolly Rogering the pirates' dodgy trading habits for ever and a day.



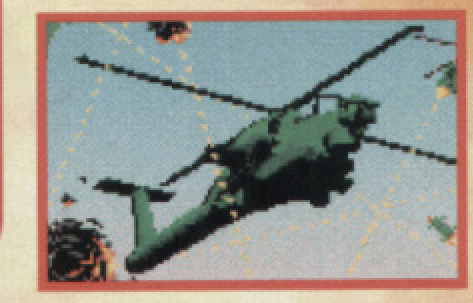
TO ARMS. OR SIX, EVEN!

To assist in the Thunderhawk's various missions it's armed with six, forms of weaponry; some of which are prototypes — just like the Thunderhawk itself.
30mm Cannon: The Thunderhawk's standard offence. It's ace for crop busting, tree felling and taking out the odd tank.
Missiles: Ace for taking out helicopters and aeroplanes which are much more manoeuvrable and, therefore, fall better to a swift missile up the exhaust pipe.
Rocket Pods: The office favourite! Sear into the enemy bases and rip them to shreds!!
250lb MK-82 bombs: These are best used for bridge-busting exercises, though they do make a nice mess of enemy bases.
RCS-233 Runway Cratering System: Good for bombing airways to stop enemy planes taking off.
MK-54 Depth Charges: Submarines have no hope of escape when these are raining down their periscopes!





▲ *Check your raving ability with the E-Meter at the top of the screen.*



▲ *It's the helicopter's little sidekick - Airwolfzuki.*



COMMENT

RAD

Grelps! Thunderhawk is probably the most graphically impressive console game I've ever seen. The graphics are as spectacular as can be, and really put the Mega-CD to good use. The filmy intros are totally incredible and the in-game graphics follow the trend. Each level has its own colour scheme to compensate for the limited Megadrive palette, and this means there's a wealth of detail. The sprites are great, especially impressive when you realise it's possible to view them from any angle at all (except from underground, of course, what with you being in a helicopter and everything). Mind you, the old adage "it's gameplay that counts" must eventually rear its head, so what about the game? Well, the control of the chopper is excellent, allowing you plenty of scope for low-level flying, strafing, evasive action and spinning round and round on the spot until you're sick. There's also loads of missions, with the best being the escort-the-friendly-aircraft and depth-charge dropping strategical-types. The only problem is that the more shoot 'em up-based missions are too repetitive because there's no structure to them, you just fly around a large, open plan level shooting stuff. That said, Thunderhawk is still an excellent game and definitely worth the investment.

◀ *The basis of many a "chopper" joke. Well, not really. Sorry.*
The basis of many a "chopper" joke. Well, not really. Sorry.



LONG TERM REPORT	
HOUR	
DAY	
WEEK	
MONTH	
YEAR	

BREAKDOWN	
STRATEGY	
CHALLENGE	
ACTION	
REFLEXES	
ORIGINALITY	

PRESENTATION 91

▲ The presentation screens in Thunderhawk are very striking, though there is still the option of excluding them.
▼ The mission intros grow tiresome very quickly.

GRAPHICS 92

▲ Everybody who sees this game are completely taken aback! Every aspect of the Mega-CD's hardware is taken full advantage of and the results are outstanding!

SOUND 93

▲ Again eager to make the best use of the Mega-CD, Core Design's musicians excel in the sound department with some decent progressive rock grooves.

PLAYABILITY 88

▲ It's fast, challenging and enjoyable as both a mindless shoot 'em up and strategy type infiltration affair.
▼ As far as the shoot 'em up element goes, there is danger of

LASTABILITY 81

▲ With ten operations that include 48 missions, all of which offer a high level of challenge on HARD difficulty setting, a long-lasting challenge is assured.

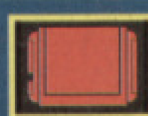
OVERALL 84

Thunderhawk broadens the gap between cartridge and CD-based titles. It stands as a shining example of the Mega-CD's capabilities though it falls short slightly on the gameplay front.

SNA Rattle









PRICE	£49.99
BY	RARE
RELEASE	OCTOBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: TWO
SKILL LEVELS: ONE
RESPONSIVENESS: NIPPY
GAME DIFFICULTY: TRICKY

1ST DAY SCORE

157800

ORIGIN

Snake Rattle 'n' Roll was first programmed for Nintendo's 8-bit entertainment system.

HOW TO CONTROL

Both snakes move in relation to the directions pressed on the D-pad and jump when prompted like the good snakes they are.

A Has no function.

B Prompts the player's snake to eat.

C Prompts the player's snake to jump.

S Starts and holds the action.

HOW TO PLAY

Direct Rattle or Roll about an isometrically-viewed play-area and have them munch food-stuffs and devour bonus objects for points.

Snakes deserve a holiday every once in a while, or so claims a survey taken from over three million snakes world-wide. A spokessnake for the survey — a Mr Rattle — concurred that 'Sssnakes are sssick to death of sssiting around in the sssun and sssand each and every day, sssizling to the sssound of cricketsss, cactusssesss and the like — I sssimply can't remember the lassst time I laughed at a friendsss holiday sssnapsss. It'sss ssshameful!' Luckily for Mr Rattle and the millions like him, leisure centres are being openened in deserts across the globe in which one or two snakes may partake in a little, light-hearted competition.

The centres provide their slimey guests with as much food as they can eat and other fantastic bonus prizes. Indeed they make the great British holiday camps look tame in comparison! However interested parties are warned that there are some risks involved. Most areas of the holiday complexes feature deadly drops and rock-ridden, no-go areas that are fatal to a snake's tender body. Still it's a luxury denied to our reptilian brothers until now, so join us in wishing them many a happy visit and we trust that they won't fall into too much danger during their stay.





Food is served in the form of Pibbles — lively balls of assorted colours whose behaviour patterns change for each area visited. Pibbles hide beneath hatches in the floor and spring into action once disturbed. Whole colonies of Pibbles dwelling beneath more remote hatches are also rumoured to exhist.

Strangely the snakes find delight in licking feet as a compliment to their diet. Prolonged slurping dissolves feet and the chance of extended pleasure in the leisure centre is deposited in the form of an extra life. Freaky.





▲ *'What time is it Mr Wolf?'*



▲ *Don't look now Rattle, but there's a number two about to land on your head!*



AKE 'n' Roll



Rattle! Stay perfectly still or the readers will notice you!



Doh!.

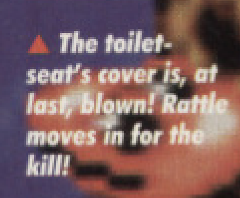
COMMENT



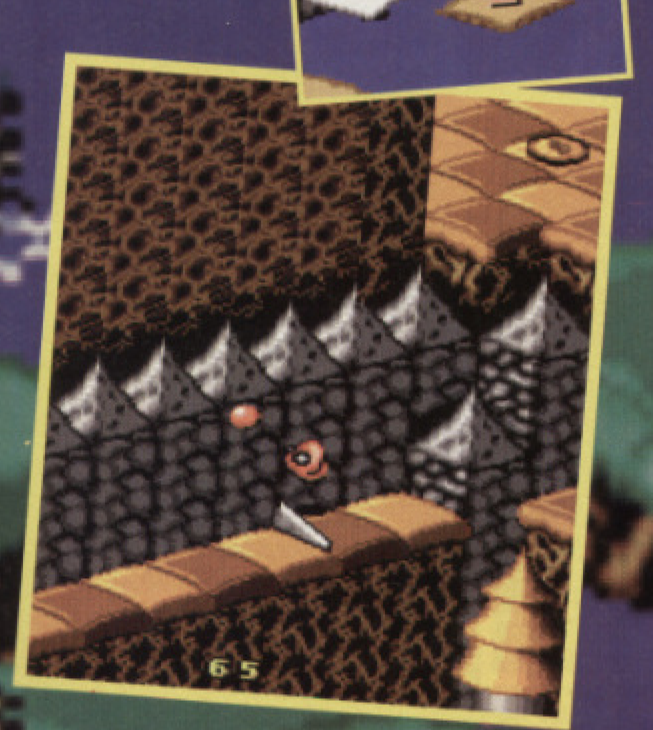
PAUL

Here is a fun, bizarre and often funny game that is attractive in spite of its basic looks. Although lightning fast in its response, the control method is pretty poor in that it is often confusing. This problem is worsened by the strange perspective found in some instances and so many an unexpected demise is a regular occurence. It's a shame that Rare have ignored the Megadrive's superior graphics and sound capabilitites too — there really aren't any differences between this and the NES version. Tsk! Rattle 'n' Roll are a laugh, the puzzles they encounter are interesting enough and really there is nothing else quite like their game available for the Megadrive at this point in time. For these reasons I'd recommend that players seek the game out, though it's not a priority.





The toilet-seat's cover is, at last, blown! Rattle moves in for the kill!





OUT WITH THE PRIZES

Pibbles aren't the sole proprietors of the spaces beneath hatches. Bonus goods and other snake-assisting paraphernalia lurks there too. Extra exploration time is provided upon the discovery of a clock, crash helmets offer invincibility and clock-winders boost a snake's speed for a while! How much fun can two snakes handle?





LONG TERM REPORT	
HOUR	
DAY	
WEEK	
MONTH	
YEAR	

BREAKDOWN	
STRATEGY	
CHALLENGE	
ACTION	
REFLEXES	
ORIGINALITY	





▲ *C'mon! Out! Don't wind me up, you know how I hate it. Wha-? Doh!*

THROUGH THE DOOR

No matter how adventurous the snakes, they are only allowed to progress having proved their glutinous worth. Snakes who shy away from eating are poor for business. So scales are installed in each level that discern just how much snake has eaten. A belly full of Pibbles causes a bell on the scales to ring at which point the exit door opens. Of course there's nothing stopping snakes from eating more than their fair share!



▲ *It's one of those foot/scale/carpet situations. What can you say?*

COMMENT



RICH

I have fond memories of the Nintendo 8-bit version of Snake, Rattle 'n' Roll — it was a real classic and we all spent ages playing it. I was really looking forward to the Megadrive version — who knows what the genuises at Rare could come up with using superior 16-bit technology. Of course, just like with the conversions of Championship Pro-Am and Battletoads, I was disappointed. Yes it is a great game, fast and playable and very challenging, but it's no different from the two-year-old NES game! In fact, it's a little worse because the controls are a lot less forgiving. However, what I do admire about the game is its originality. Still, I wouldn't pay forty-odd quid for it, that's for sure. Indeed, it's a bit sad that the geniuses who developed Knight Lore and Jetpac on the Spectrum can't do something equally as exceptional on the Megadrive.



▲ *That's it! I can't take any more of your toilet humour! Besides, your talking s...*



PRESENTATION

74

▲The tackiness may hold lurid appeal. Comic intermissions brighten the proceedings.
▼A solitary title screen is all, and even then it's pretty poor too.

GRAPHICS

72

▲ The graphics are basic, the choice of characters is amusing and the movement is fast and fluid.
▼All images have an 8-bit quality.

SOUND

73

▲ As with the graphics, the basic-sounding music makes for surprisingly fun listening.
▼The music and sound effects are more suitable to 8-bit systems.

PLAYABILITY

78

▲ The control is very simple. The action is amusing as it is challenging.
▼At times the viewpoint is confusing and the control method is equally as damning.

LASTABILITY

82

▲ There are many levels for Rattle and Roll to exploit, all of which present some interesting challenges.

OVERALL

78

An old but fun game that has translated well onto the Megadrive. A slightly better control response and attention paid to improving the game's looks and music would have increased its appeal.

Welcome to Chameleon Hell.

They're bright, they're stunning, they've got more colours than you can shake a stick at. Twelve new limited edition BT Phonecards.
Sunglasses not included.









PRICE	TBA
BY	TENGEN
RELEASE	NOVEMBER

OPTIONS

CONTROL: JOY PAD (4-TAP)
CONTINUES: 3
SKILL LEVELS: 4
RESPONSIVENESS: EXCELLENT
GAME DIFFICULTY: HARD

1ST DAY SCORE

28,000

ORIGIN

A perfect replica of the Atari coin-op of 1986.

HOW TO CONTROL

The joypad moves the characters in eight directions. Fire is in the direction of travel.

- A Fight/Talk (Quest Mode)
- B Shoot
- C Use Potion
- S Starts and Pauses the game.

HOW TO PLAY

Guide your player from maze start to exit. Shoot creatures, find food and follow instructions!

Occasionally games require a short lesson in arcade history, none more so than Gauntlet. It arrived, courtesy of Atari's System II, back in 1986. The coin-op was one of the (few) high-points in the troubled history of the company. Not since Pole Position in 1982 had they made such a runaway arcade success. The reason was simple: Gauntlet allowed four people to engage in a wonderful fantasy maze adventure — facing more enemies per square foot than had ever been seen before. And there was also no such thing as 'Game Over'. As long as you were prepared to shove money into the machine, you were in the game. Everybody wanted one. But...

They were very big machines. Some mags gave them away as competition prizes. The winners had to have sheds built to accomodate them. Since then the game has been converted to umpteen machines and has had a charmed life in all its incarnations. But none has ever replicated that old Gauntlet spirit before. None has had that eerie voice echoing: "Valkyrie, your life force is running out...Elf is about to die". Until now...



▲ *"Hello I'm a valkyrie actually." "Yeh! Well I'm Robin Hood!"*



▲ *Death(s) approaches.*

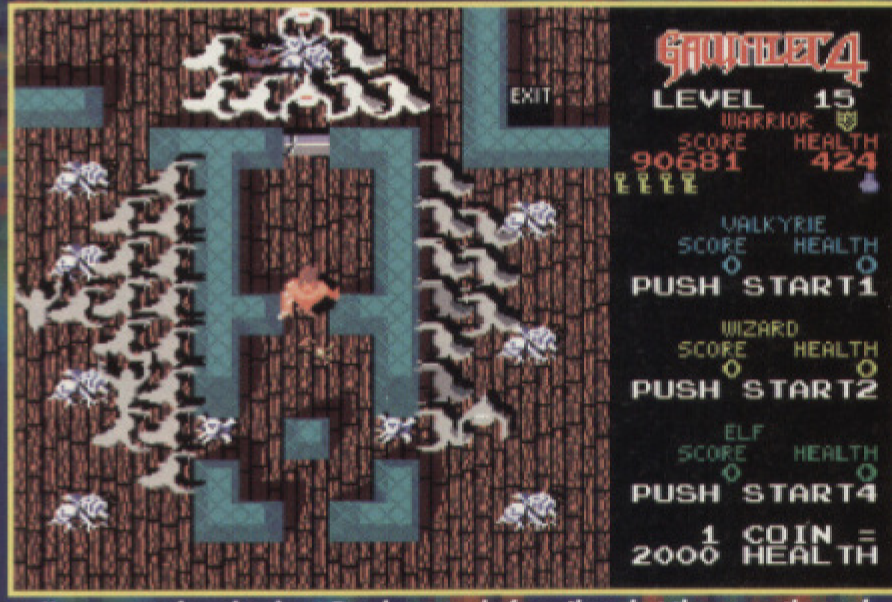
COMMENT

GUS

Seriously, I'm stunned. I'd been anticipating Gauntlet, as an avid fan, but I didn't realise how good it was going to be. This IS the coin-op in your front room. Every feature of the original is here, including the atmosphere and amazing playability. To my delight, I've noticed someone gave the characters their personalities back. The Megadrive is the first machine to capture Gauntlet, and how! The graphics are perfect. They may look a little ordinary, but even now, seeing all those things move on screen at once is humbling. The extra Quest and Battle games are not just gimmicks — they are excellent games in their own right. The range of options is so utterly vast, that this must be the best presented game on the system. You can change everything from health points per credit, to the name of your character, and there are eight skill levels! And a separate mania mode! To those who have never seen the original, it's the greatest communal game of all time. Of course, you have to buy a four-tap to do this game justice, and that means extra joypad. Just see it as in investment in one of the greatest games of all time. This is Tengen's greatest hour.

DOUBLE, DOUBLE — TOIL AND TROUBLE!

Gauntlet uses the new Sega Tap to allow four player simultaneous action. "Players can join in anytime" as the man says, but they all must stay on the same screen.



▲ *Hmmm, we thought about Beech or maple from Ikea, but these are the real boards just sanded down with a little linseed. So easy to keep clean etc...*

LAIR DU TEMPS

Arcade Gauntlet takes place in a 100 level dungeon. Each level covers many screens, linked by eight-way scrolling, which follows the players. The first eight dungeons are standard, but after that they are selected randomly. The dungeons consist of walls, treasure, food, potions, keys, doors, traps a single exit (your aim) and lots of nasties. These elements have a fundamental bearing on the game, so let's look at each.

JUST ANOTHER BRICK

Walls are impassable. They limit your progress, but keep you safe from most dangers (not lobbers). Some walls break when shot, look out for suspicious areas. You can shoot through gaps of walls laid diagonally.





POTIONS

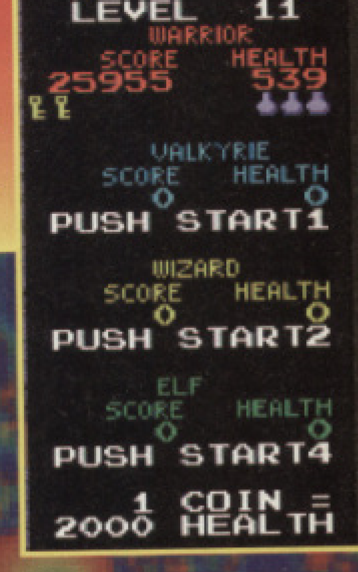
Everyone can carry potions. But their effectiveness when used depends on the magic strength of the characters. When shot, potion act, but less effectively. There are also potions that improve speed, power etc.



MEGA GAME

FOOD

Your health bar counts down constantly. Enemies also take their toll. Food restores 100 or 200 health points, but some of it is destroyed by your shot. Be careful!





LOCK AND KEY

Each key unlocks one door. But there are more doors than keys, so don't waste them. All doors will eventually disappear if you wait, but that may unleash more than you bargained for...

▲ *Excuse me, I'm looking for the way out, I'm afraid.*

EXIT

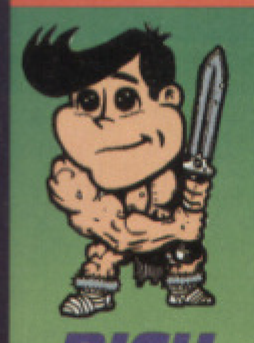
The exit is your aim. Most take you to the next level but some are warps to much further areas.



TRAPS

Traps are glowing areas, that remove sections of wall when touched. Sometimes this is necessary and beneficial, but mostly it means "oh, sh..".

COMMENT



RICH

The guy from Tengen demonstrated Gauntlet in the MEAN MACHINES offices and I arrived (late as usual) in the middle of a game. What stunned me was that in four-player mode, each team member was coming up with loads of tactics and battle plans — it is an excellent team game. As an arcade conversion, it's awesome — everything (and I mean EVERYTHING) from the coin-op is in there — right down to every piece of speech. AND there's two more games packed in. The battle mode is utterly superb — the level with the slidey floor is great! Add in the RPG quest mode and password screens and you have an even more lastable title. Oh, and the music is just out of this world. The best possible conversion we could have hoped for.



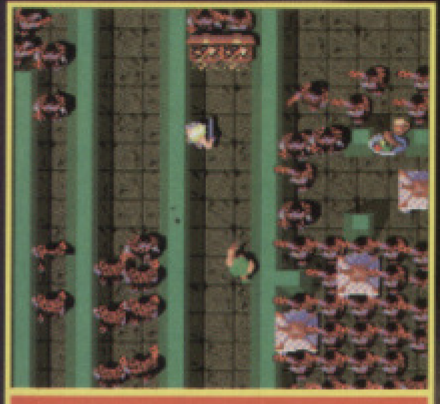
▼ *Eeeek!*



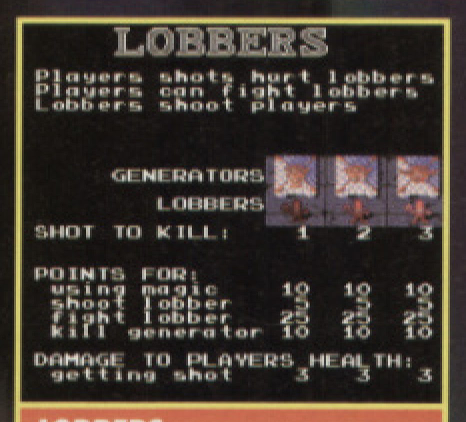
GHOSTS

NEW POWER GENERATION

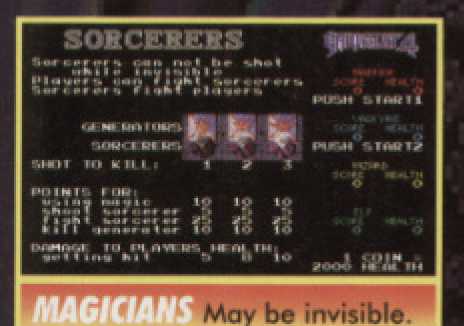
The baddies in Gauntlet all come from generators. Ghosts emerge from bones, grunts, demons and lobbers come out huts. Shooting the generators is the only way to clear a level. Note the size and apperance of the generator. The bigger the generator, the more hits are needed to destroy its progeny. And talking of progeny — have a look at these:



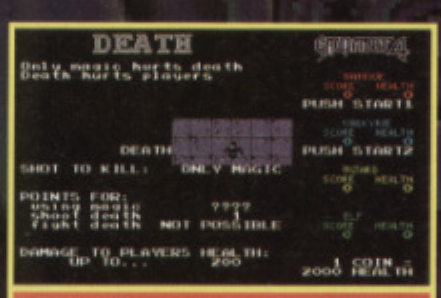
GRUNTS They carry clubs!



LOBBERS They throw over walls.



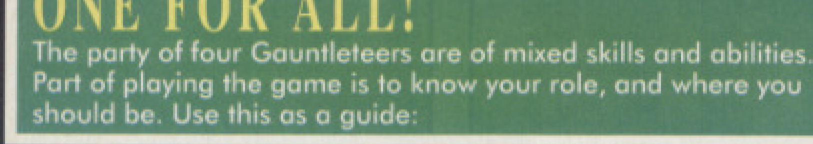
MAGICIANS May be invisible.



DEATH Drains your life-force.



DEMONS They breathe fire.



ONE FOR ALL!

The party of four Gauntleteers are of mixed skills and abilities. Part of playing the game is to know your role, and where you should be. Use this as a guide:

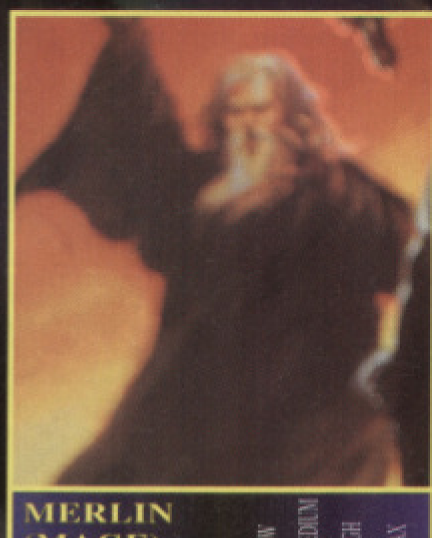


THOR (WARRIOR) — LOW / MEDIUM / HIGH / MAX

- WEAPON STRENGTH
- WEAPON SPEED
- PLAYER SPEED
- ARMOUR
- HAND TO HAND
- MAGIC STRENGTH

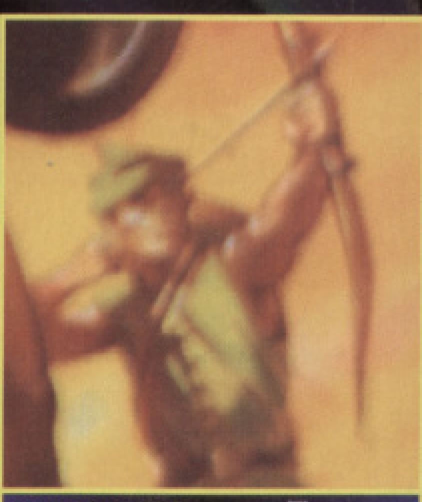






MERLIN (MAGE) — LOW / MEDIUM / HIGH / MAX

- WEAPON STRENGTH
- WEAPON SPEED
- PLAYER SPEED
- ARMOUR
- HAND TO HAND
- MAGIC STRENGTH



QUESTOR (ELF) — LOW / MEDIUM / HIGH / MAX

- WEAPON STRENGTH
- WEAPON SPEED
- PLAYER SPEED
- ARMOUR
- HAND TO HAND
- MAGIC STRENGTH



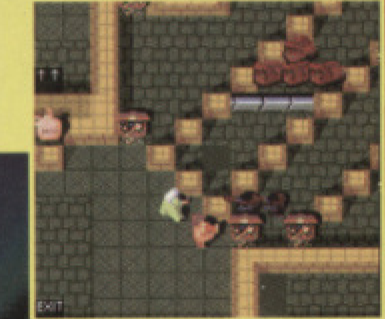
SPEECH, SPEECH

Gauntlet was renowned for its atmospheric speech and sound effects. Every single one is on this cart. There are over 130 sampled effects — from guzzling and slurping, to the eerie voice who warns you of impending death: "Elf needs food badly", taunts you: "Now get out of this level", or even praises: "Never have I seen such bravery". The only changes to sound are some new soundtracks you can opt to play to.

I REMEMBER YOU

If you play in record mode, you can save a character for later play. The level he has reached, his points, gold and potions are all contained in a password. This turns Gauntlet into full blown RPG!



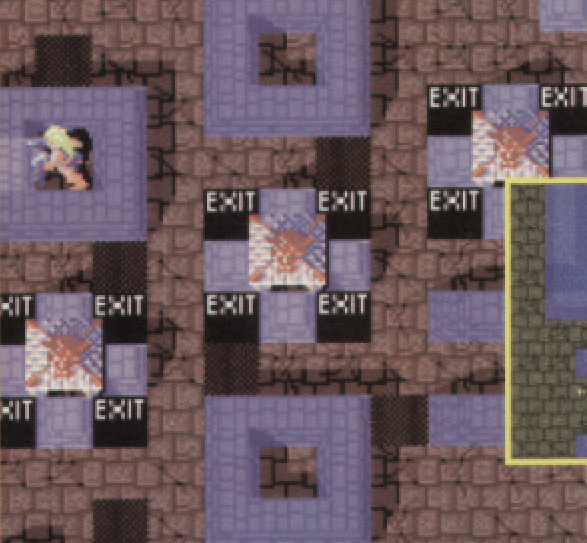


GAUNTLET IV

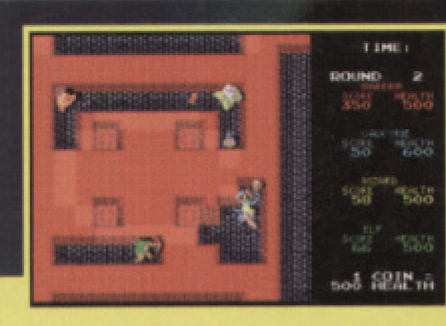
There are some who seek the challenge of adventure, in spite of the risks, both for themselves and to create their own legend.

GOLDEN QUEST

In addition to Arcade Gauntlet, Tengen have added an entire new game! Quest Mode centres around the mystery of four towers, which hold the key to entering a magical castle. That's another 50 levels of adventuring. The game plays much the same as Gauntlet, but there are loads of new features — shops where you can spend gold, characters to meet, experience points and puzzles to solve.



▲ *If only Valkyrie could find the exit!*





EXTRA GAMES PART DEUX!

Incredibly, Tengen saw fit to add ANOTHER game — battle mode. Here the four characters fight it out in a head-to-head, over eight special levels. The winner is the one to stay alive — but beware, for if you hit any of the exits you've lost!

PRESENTATION — 97

▲ Absolutely flawless. There are three full games, masses of options covering all aspects of the game, and a password system that lets you retain characters.

GRAPHICS — 93

▲ Brilliantly executed. Every dungeon is packed full of objects, hundreds of moving sprites on screen. The items are small but contain the all wonderful detail of the arcade.

SOUND — 95

▲ The speech and sound effects are unbelievably atmospheric. All of them are lifted exactly from the arcade. The music is some of the best on the Megadrive.
▼ The speech is sometimes muffled

PLAYABILITY — 92

▲ Console Gauntlet has always been incredibly playable. With four players, it's now phenomenal. The other games are great too.
▼ Some weirdos just don't take to this sort of pressure!

LASTABILITY — 95

▲ The battle mode is classic, and there are 150 other levels to get stuck into! The 8 skill levels range from walkover to kamikaze. This is a cart for life.

OVERALL — 94

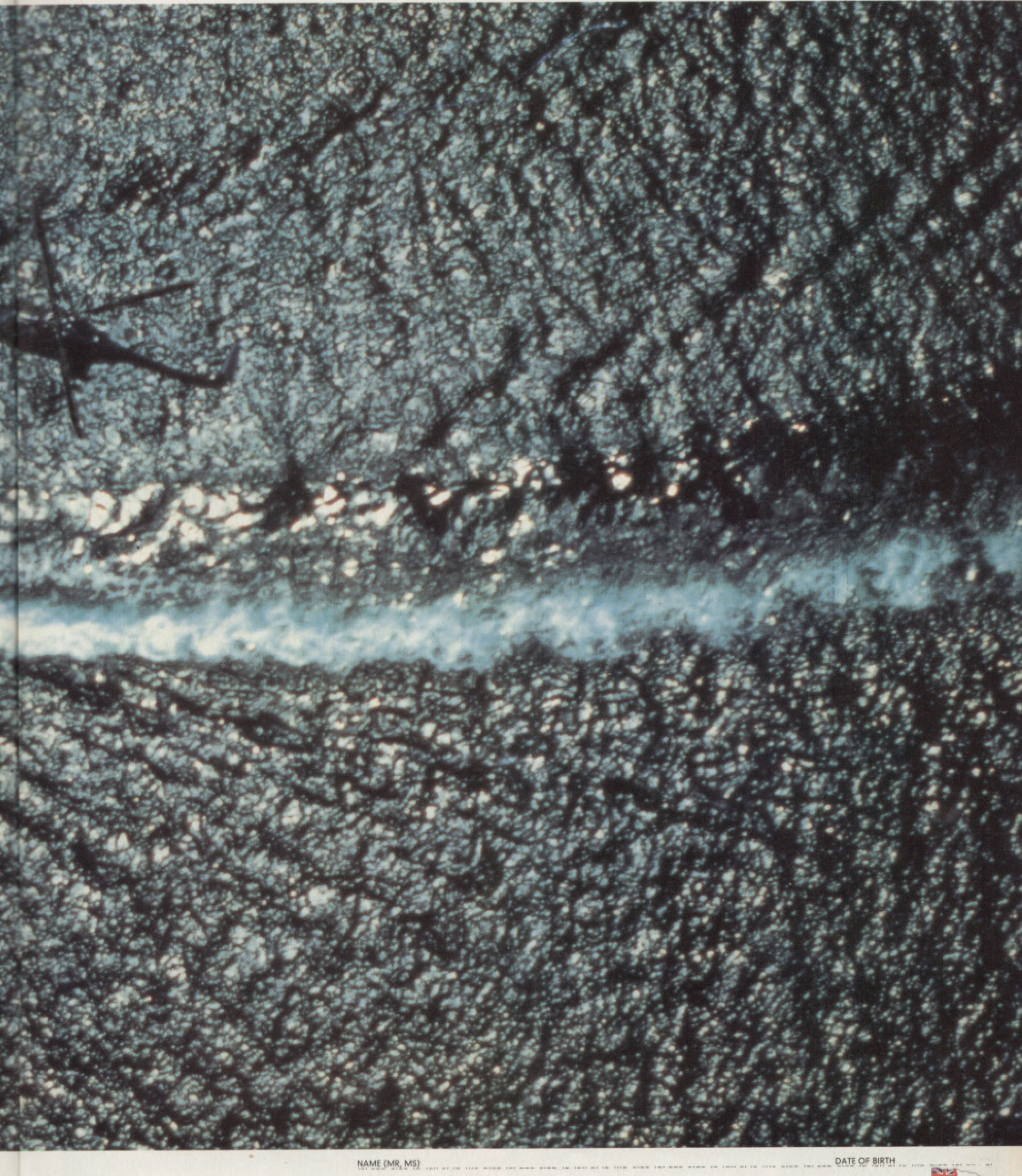
Tengen have taken a classic game, and made a classic cart.This game is so deep you're gonna need diving gear. Buy, buy, you fools!

THERE'LL COME A DAY WHEN YOU'V



GET A LIFE. IF YOU AREN'T READY TO LEAVE SCHOOL, BUT ARE READY TO THINK ABOUT WHAT HAPPENS WHEN YOU DO, SEND FOR THE INFORMATION PACK OR TELEPHONE 0345 300123.

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PRICE	TBA
BY	COMPILE
RELEASE	IMPORT

OPTIONS

CONTROL: JOY PAD
CONTINUES: INFINATE
SKILL LEVELS: 4
RESPONSIVENESS: GREAT!
GAME DIFFICULTY: HARD

1ST DAY SCORE

14768

ORIGIN

Sega have joined with Compile to produce Puyo Puyo in the hope of creating a worthy contender for the Tetris crown.

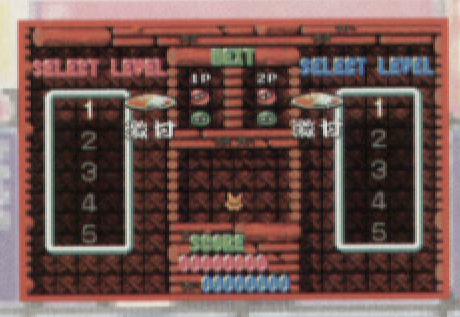
HOW TO CONTROL

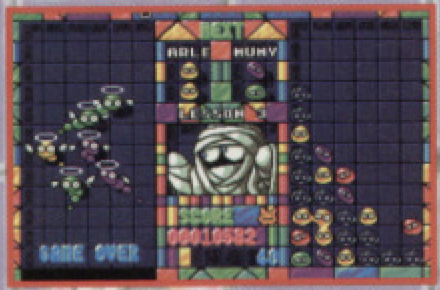
Use the D-pad to adjust the position of the Puyo Puyo on screen. The A, B and C buttons rotate the Puyo Puyo as they fall.

- **A** Turn Puyo Puyo right.
- **B** Turn Puyo Puyo left.
- **C** Turn Puyo Puyo right.
- **S** Starts and Pauses the game.

HOW TO PLAY

Create formations of four or more Puyo Puyo as they fall from the top of the play area and land at the bottom.





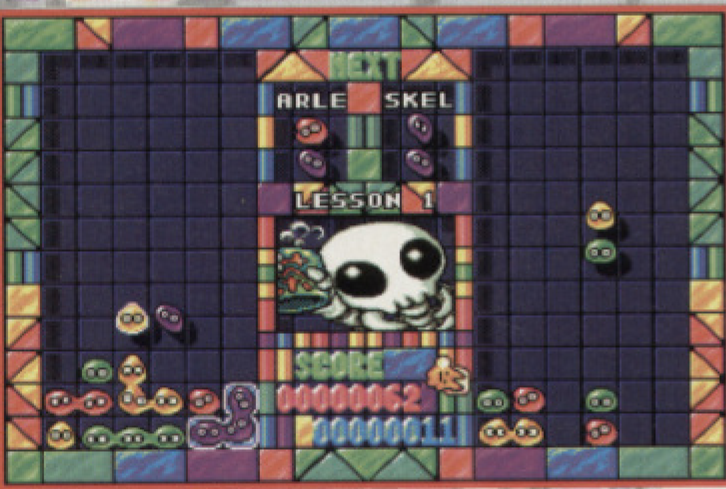
▲ *Grr! How many times?! DON'T WASTE THE TOILET PAPER! Doh!*

MEGA GAME

Puyo Puyo

Arle, resident nymphette of the Nadja woods, plays hard and works seldom, preferring to spend her days with her friend, Carbuncle. The colourful spirits of the woods — Puyo Puyo — adore Arle as she allows them freedom to do as they will. As you might expect, Arle's woods are the most wonderful dwelling place in all Nadja. This could all change as dissatisfied inhabitants of the Nadja countryside are challenging Arle's rights to the woods! In order to stake their claim the various imps and sprites are required to prove their mastery over the Puyo Puyo by persuading the jelly-like beings into forming strings of four or more. After so much freedom, the Puyo Puyo aren't likely to follow suit so easily!

Puyo Puyo is a game for one or two players in which the fight for control over jelly-like blobs takes pace in both co-operative or simultaneous-play situations. It's brilliant fun. So is this review. Possibly.

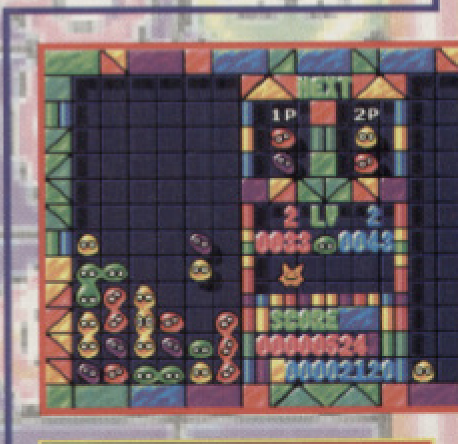


COMMENT



PAUL

The excitement preceding Puyo Puyo's arrival here affected my opinion somewhat, but even so it lives up to the hype. This is an extremely fun game. Tough too! In fact it's hard to retain a respectable facial expression as the brain enters new realms of mental torture. Nonetheless it's a thoroughly enjoyable experience. Two-player games are the best, where the pleasure of inflicting a startling 'Cantona' becomes a necessity, particularly when such a move proves fatal to another player! It also helps that the presentation is wonderful too. Providing each character with a unique tactical approach increases both the game's aesthetic appeal and its guarantee of long-term value. Puyo Puyo delivers fast-moving, brain-teasing excitement. Your Megadrive is crying out for this game!



CANTONA!

In two-player mode, each time a line is formed, a single transparent Puyo Puyo drops onto the other player's screen. But that's not the end of it! Should a player successfully create a chain-reaction in which several lines of Puyo Puyo are formed the cry of 'Hiya' or what sounds like 'Cantona' is issued and hoards of transparent Puyo Puyo drop onto your opponent's screen. Devastating!





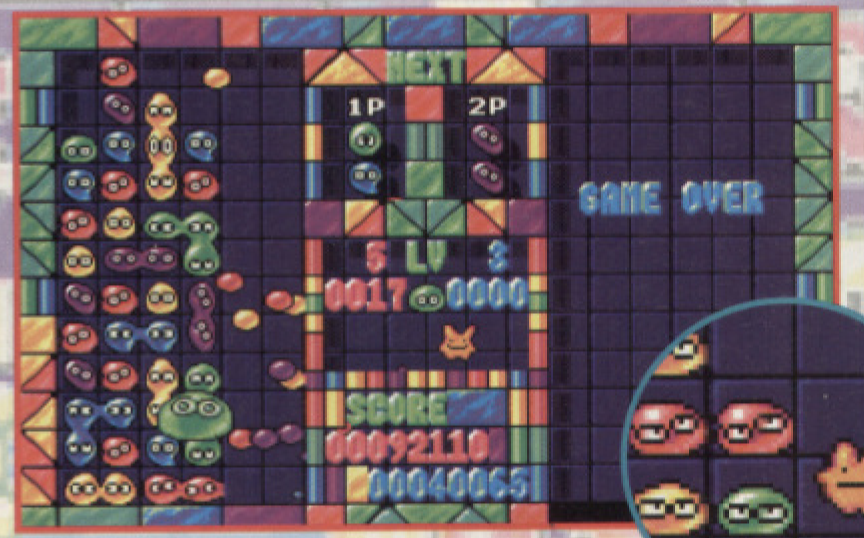


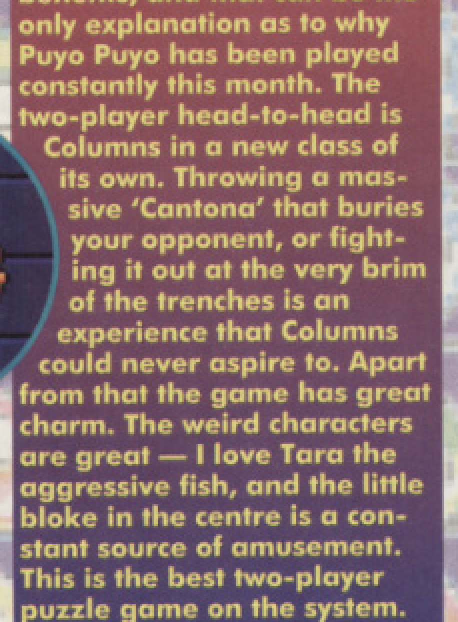
ROBOTNIK TAKEOVER BID

Puyo Puyo is set for release in the UK as 'Dr Robotnik's Mean Bean Machine'. It seems like Sega aren't too keen on all this cutesy Japanese iconoclasm, but what do you reckon? Puyo Puyo or more Sonic-related activity? Oh dear, never mind.

▲ ....and you'll forever stink of fish!

▲ Look, it's not funny! I've just run out of hair gel, alright!





CHEERS EARS

Carbuncle is Arle's life-long, long-eared companion. But when it comes to the plight of the Puyo Puyo Carby has no favourites. He is known to help both sides whenever it takes his fancy! If a player is struggling, Carbuncle wanders through the mass of Puyo Puyo, leaving a trail of identical Puyo Puyo in his wake. This line inevitably disappears and the player is afforded a little more time to sort things out. Occasionally a huge Puyo Puyo falls from the top of the play-area too, taking a load of his pals with him.

COMMENT

GUS

Despite the persuasions of my learned friend, Puyo Puyo IS quite close to Columns. But sometimes small improvements reap large benefits, and that can be the only explanation as to why Puyo Puyo has been played constantly this month. The two-player head-to-head is Columns in a new class of its own. Throwing a massive 'Cantona' that buries your opponent, or fighting it out at the very brim of the trenches is an experience that Columns could never aspire to. Apart from that the game has great charm. The weird characters are great — I love Tara the aggressive fish, and the little bloke in the centre is a constant source of amusement. This is the best two-player puzzle game on the system. Get it, even if you do have Columns.

PRESENTATION

Q How the heck do you present such an obscure game in the best possible way?
A Exactly like this.

GRAPHICS

81

▲ Puyo Puyo is vibrant and it's not just a matter of colour. The success is down to the feeling of all characters having life. Even the Puyo Puyo themselves have personality.

SOUND

79

▲ Minus the usual plinkety-plonk of other puzzle games. The soundtracks in Puyo Puyo make for some happy listening. The speech samples are clear, adding more life.

PLAYABILITY

91

▲ Beware! Once a player has enjoyed one game — and enjoyment is inevitable — the Megadrive's joypad becomes moulded to the hands!

LASTABILITY

89

▲ There are infinite permutations of lines to learn and master. The amount of satisfaction available in this game is potentially endless.

OVERALL

90

Add Puyo Puyo to your collection of Megadrive cartridges or forever miserable be!



2NEW
MEGA
Join Buster Bunny in this hilarious, 33 stage search, through 7 wacky territories, in his quest to find the hidden treasure. This exciting, fun-filled adventure is genuine 24 carrot gold..
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TURTLES
THE
HYPERSTONE
HEIST
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preserve the rights of citizens freedom,
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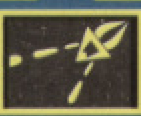


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PRICE	IMPORT
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OPTIONS

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: MEDIUM/HARD

1ST DAY SCORE

END OF LEVEL TWO

ORIGIN

A shoot 'em up starring a bunny girl and Noah's Ark. Intriguing!

HOW TO CONTROL

Steer Rami and Pochi around the screen using the directional pad and keep shooting with the B button. By not pressing any buttons, dragon escorts can be made.

- **A** Makes Rami shout out in Japanese.
- **B** Launches a continual stream of firebolts from Pochi's mouth.
- **C** Explodes any dragon escorts destroying everything on screen.
- **S** Pauses the game. How novel.

HOW TO PLAY

Fly through eight levels of action, shooting baddies and avoiding damage. The aim is to beat all eight end-of-level bosses.

ANIMAL MAGIC!

Keio Flying Squadron might play similarly to most horizontally-scrolling shoot 'em ups, but it certainly doesn't look the same. For starters, there's not a single space-ship in sight! The main sprite is a bunny girl on a dragon and most of the baddies happen to be animals. Raccoons play a big part, appearing in flying row-boats, riding atop frogs and dolphins, diving off high cliffs and even working trains. However, other animals make an appearance too. There are puppies on flying carpets, flying pigs, chickens and the first end-of-level boss is pulled onto the screen by a cow (complete with digitised moos) that shoots fireballs from its mouth. Must be all that mustard cress they feed the cattle in Japan.



▲ Yes, we have some bananas!



Once upon a time there was a bunny girl called Rami. Rami was a descendant of Noah, the highly-acclaimed creator of the Ark. She was also the guardian of a key to the secrets of the legendary Ark. Each day Rami would dress up in her finest pair of fish-net stocking and floppy ears and ride around on her pet dragon Pochi. Often old men would pay her money to do this. Then one day an evil super-genius raccoon called Dr Pon stole her key and escaped in the Ark. Using the key he intended to unlock the Arks secrets and use them to take over the world. Only Rami had the power to stop him.

Tightening the strap on her fluffy tail she climbed aboard Pochi and set off in hot pursuit.

Would she reclaim the key? Would Dr Pon take over the world? Does Dr Pon get turned on by bunny girls? Could a raccoon and a bunny girl ever find true love? Will Rami ever star in another of those under-the-counter videos? Only you can decide in this bizarre Mega-CD shoot 'em up from Victor.



▲ Half a dozen ice-lollies please. Ouch!



▼ Oh look, it's Rich. Double har har!

▲ Oh look, it's Lucy. Har har!



▲ 'Cough! Splutter! Heavens Keio! Watch where you're flying! Tsch!'

LONG TERM REPORT	
HOUR	■■■■■
DAY	■■■■■
WEEK	■■■■□
MONTH	■■■□□
YEAR	□□□□□

BREAKDOWN	
STRATEGY	■□□□□
CHALLENGE	■■■■■
ACTION	■■■■□
REFLEXES	■■■■□
ORIGINALITY	■□□□□



SINGLE SHOT
Standard issue dragon breath, this simply fires a thin stream of fire bolts from Pochi's mouth.



MULTI SHOT
Sends a spray of firebolts in various directions. Covers a greater area, but not as potent as Single-Shot.



POWER OF THE DRAGON!
A shoot 'em up just has to have it's fair share of power-ups and Keio Flying Squadron is no exception. Here's a look at what weaponry is available to Pochi the Magic Dragon.

BOMBS
A continual stream of bombs fall from Pochi's belly. An excellent way to defend against attacks from below.



SHURIKEN
Firing in the opposite direction to the way the D-pad is pressed, this weapon launches streams of devastating shuriken at the enemy.



HOMING DRAGONS
Flocks of kamikaze Pochi-kids home in on the enemy and collide with them causing masses of damage.



COMMENT



TOM

Keio Flying Squadron might look like a complete rip-off of Parodius, but it soon becomes clear that this game has a lot of fresh ideas. The crazy boss contraptions are all made of bamboo, ships sport pagoda roofs and the soundtrack has been played on genuine Oriental instruments . There's so much attention to detail. Raccoons fiddle in their pockets before pulling out catapults, or perform breathing exercises before diving off a cliff. What's more, Keio Flying Squadron is a tough blasting challenge. The screen is always packed with baddies and it really takes time working out the bosses weak spots. However, this game just doesn't scream Mega-CD at you. Yes, it has a great musical score and animated intro, and granted it probably wouldn't have such a wide variety of sprites without the massive CD storage space, but you still can't help thinking it could have been a cartridge game. Regardless though, this game would be a top-notch shoot 'em up on any system. If you have a Mega-CD, get this..

MEGA GAME



▲ *'Lordy! I just don't know what the heck's going on here. Perhaps it's something I ate!'*

THE SECRET LIFE OF A BUNNY GIRL!
Hidden in various places throughout the game are a number of extra lives. However you're going to have to look in some of the strangest places to find these bonus credits. For instance, on level two there is a giant salmon swimming up a waterfall. The credit is inside the salmon! Fly over the big fish and voila, one instant credit is yours.



A SMART DRAGON!

Should you find yourself with a bit of breathing space during the mass blasting-fest it's best to stop firing. This gives Pochi time to generate some miniature Pochi-Escorts. Two of these little fellas can be created at any one time and they fly around Rami letting off their own brand of mini fireball. What's more, if things start getting hairy, a quick tap of the C-button detonates one of the Pochi-Escorts blowing up everything on screen.









KEIO FLYING SQUADRON



Omigosh! My eye-balls have fallen out! Really?! Mine too!

COMMENT

PAUL

Strip Keio's Flying Squadron of all the cartoon festivities and it remains essential for any serious shoot 'em up fanatic! Though the majority of the game seems quite possible with the Megadrive alone the clear voice of the Mega-CD allows the game's soundtracks to really shine. They are superb. The path followed by the gameplay is nothing new but there are a few old dogs being taught new tricks, particularly where the bosses are concerned. All characters encountered are certainly as far removed from being typical as Keio is from your aver-age human being! This means that players are seldom bored by the action because there is nothing expected, only surprises. All except death which, not surprisingly, comes readily at first as this game is so unbelievably tough! As Tom states in his own special way, this could easily be a cartridge-based game but the fact is that it is still 90% excellent and 100% gotta-have!

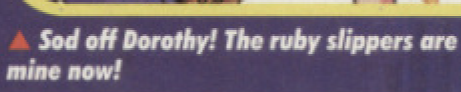




Sod off Dorothy! The ruby slippers are mine now!

BUNNY GIRL MOVIE

Being a Mega-CD game, Keio Flying Squadron has the customary animated intro. Featuring the usual brand of Manga-style cartoon action, this intro not only tells the story of how Dr Pon stole the key and Rami transformed into a bunny girl but also includes a brief explanation of Japan's civil unrest during the time the game is supposed to be set. Unfortunately, it's all in Japanese so it doesn't make the slightest sense.





PRESENTATION — 84

▲ A superb animated intro and some great intermission screens.
▼ A wealth of options, but they're all in Japanese. Doh!

GRAPHICS — 90

▲ Fabulous colourful backdrops and masses of superbly animated sprites.
▼ There's a bit of sprite flicker when things get busy.

SOUND — 91

▲ Fantastic soundtracks. CD-quality and extremely catchy too!
▼ Some of the spot-effects aren't so impressive.

PLAYABILITY — 90

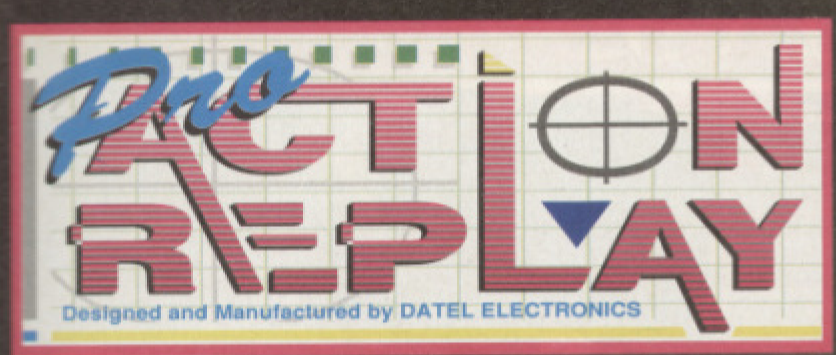
▲ Highly responsive controls make it very ▼ playable and it's instantly fun and addictive.

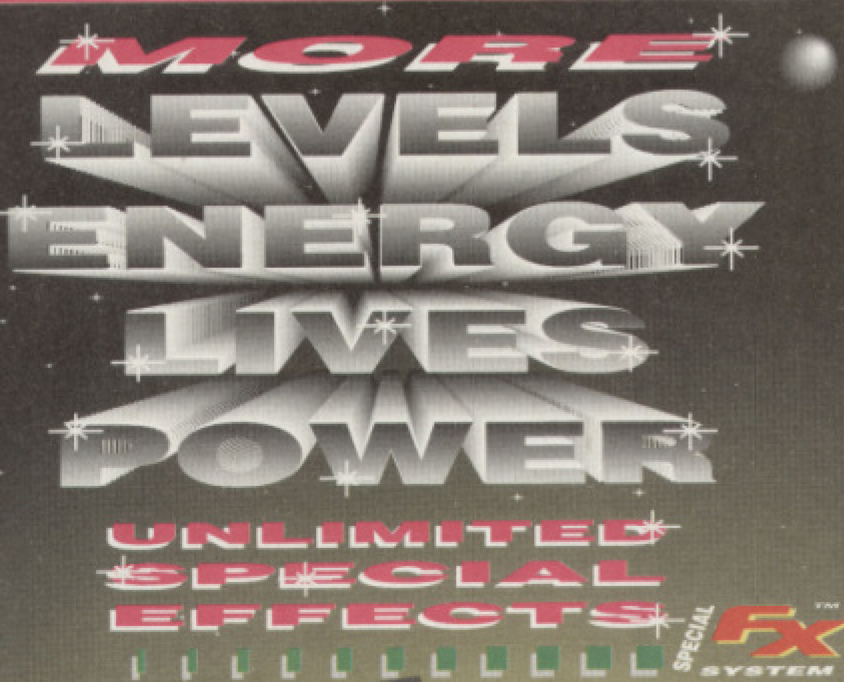
LASTABILITY — 86

▲ Well-graded difficulty that allows you to get just a bit further every go. And it's a tough challenge too.
▼ Once you've seen it, you've seen it.

OVERALL — 90

Although it doesn't make great use of the Mega-CD hardware, this is still a brilliant shoot 'em up. Thoroughly recommended.





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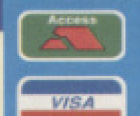
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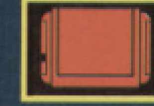
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PRICE £39.99

BY CODEMASTERS

RELEASE OCTOBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: NONE
SKILL LEVELS: ONE
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY

1ST DAY SCORE

A third of the adventure complete.

ORIGIN

Dizzy is the star of many a successful, home-computer title. Interestingly enough.

HOW TO CONTROL

Run and jump Dizzy around the place in the customary platform/collect 'em up manner.

- **A** Examine Dizzy's inventory.
- **B** Use an item.
- **C** Dizzy jumps.
- **S** Starts and pauses the game.

HOW TO PLAY

Direct Dizzy in his adventure through Yolksville's platformed plains, locating and relocating important items.

FANTASTIC DIZZY

There are creatures that one usually expects to find up a tree — squirrels, owls, the occasional frog even. Eggs do not live in trees, neither do they have legs, build tree houses or start large families.Or don't they?

In the land of Yolksville they definitely do — millions of the little bleeders who live in oval joy and harmony. But one thing blights their rosy white and yellow lives — it is the rumour that.the Evil Wizard Zaks has no time for eggs. This is actually a lie. Zaks has a special place reserved for eggs at his breakfast table. It's called his plate. To the Yolkfolk this geezer is known as the Evil Wizard Zaks purely because he likes his eggs — fried. It was not Zaks' intention to hold the egg he lifted from the local shop captive. However — from the Yolkfolk's perspective — tomorrow's breakfast is called Daisy and her boyfriend Dizzy is going spare!

Dizzy is the star of many a Sinclair Spectrum game. Now every problem this egg has ever had to face is conveniently fitted together into one adventure for the Megadrive. Guide Dizzy in his quest to save Daisy from the Evil Wizard Zaks and help him make sense of his far from natural surroundings in the process.



"Hello, I'm Dizzy — star of many a Spectrum £2.99 game. I'm sorry!"

COMMENT



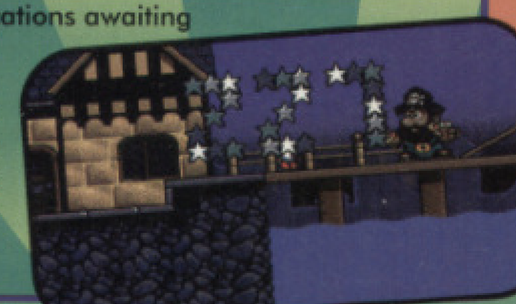
Oh dear. Converting a Dizzy game over to the Megadrive is akin to powering a Lamborghini Countach with a rubber band! The Codemasters deserve credit for the pretty appearance of their game but there is nothing of the genius found in the Codemasters' other product — Micro Machines. Merely lugging objects from one location to another is no big fun and scant reward is offered at the end of the process. Though Fantastic Dizzy's graphics are appealing, the game plays like the old Spectrum game upon which it is based. Sorry Codemasters but this is a fairly rotten egg in an otherwise healthy basket.



Games action ahoy in this action packed screen shot

STAR SEARCHING

With the extensive array of locations awaiting Dizzy's constant exploration it helps to know where he's been. There are 250 stars lingering in Yolksville. By collecting them, Dizzy can tell if he's visited somewhere before due to an absence of stars in that area.



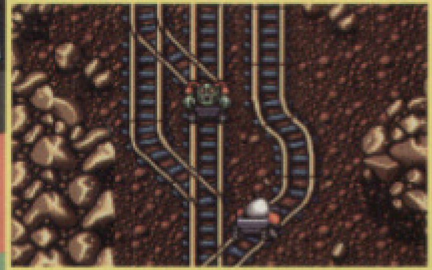




SCRAMBLED EGG



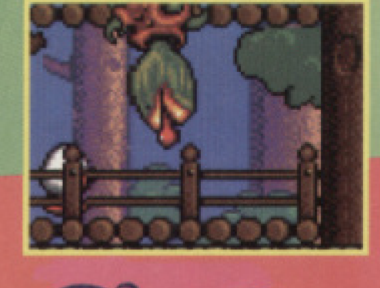
Many of the tools and intriguing articles collected by the player's free-range partner are of a strictly practical nature. Yet there are also occasional puzzle-pages found in some locations. These fun-filled, magical documents are left behind by the good wizard of Yolksville and reward Dizzy with an extra life should he solve the puzzle.



An intriguing train puzzle







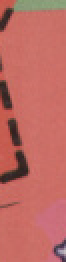
COMMENT



GUS

The problem with Dizzy is the game isn't 'big' enough for the machine. Dizzy is essentially a ten-year-old concept, when the Amiga was a sparkle in Commodore's eye, and Spectrums ruled the Earth. Now suddenly after aeons of game evolution, Dizzy and 16-bit technology have been hurled together. Codemasters were so busy wondering if they could, they never stopped to think whether they should. The game itself is a jolly affair, the graphics look simplistic but cheerful, and there's plenty of platform action to be had. The puzzle element is essentially taking object A to location X over and over, and awaiting a result. It's just not enough for sophisticated Megadrive owners, brought up on quality fare like Flashback and X-Men. Dizzy is 'nice', but sometimes it's better to be nasty.









DAISY

DENZIL





DIZZY

DORA



DOZEY

GRAND DIZZY



EGG BASKET



Dizzy is able to carry three items around with him at any time. This is handy as every item left strewn about Yolksville is put to good use. For example there are lifts that only function if the correct key is installed and machinery requiring a spanner in the works in order to function properly. Unfortunately for Dizzy the most important items are usually found at the furthest point from the relevant obstacle. Jeesh!

PRESENTATION

76

▲ A lot of care is taken to present Dizzy in an effective cartoon style.
▼ Still it all looks very old-fashioned and 8-bitty.

GRAPHICS



71

▲ Some lovely effects such as random thunderstorms enhance the children's story-book appeal.
▼ The vast majority of sprites are far too small and therefore not impressive at all — just functional.

SOUND



50

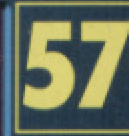
▼ Poor reworkings of 'classic' Dizzy themes are a virtual insult to the Megadrive's sound chip.

PLAYABILITY

63

▲ Dizzy is pleasant to control. He responds well enough to commands.
▼ Unfortunately Dizzy's trials and tribulations aren't half as pleasant to endure.

LASTABILITY



57

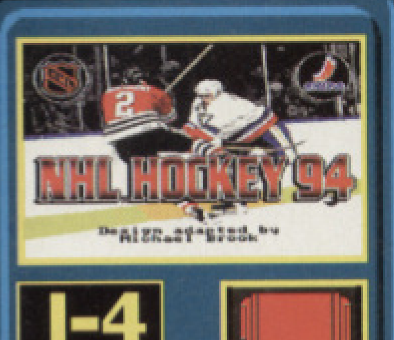
▼ Fantastic Dizzy is nowhere near as fanciful as the title suggests and quickly becomes a bore.

OVERALL

59

Commiserations to the Codemasters in presenting this — one of the least endearing Megadrive titles in existence.





1-4 PLAYERS

PRICE £49.99

BY EA

RELEASE TBA

OPTIONS

CONTROL: JOY PAD
CONTINUES: NONE
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

WIN THE FINALS!

ORIGIN

Yet another addition to EA's every growing family of not very original games.

HOW TO CONTROL

Simple. Use the joypad to guide your player about and make use of the buttons to perform the following functions.

- **A** Chip the puck and change player.
- **B** Pass in the direction you press the D-pad.
- **C** Shoot!
- **S** Pause

HOW TO PLAY

Get the puck in the back of the net through a combination of skill and low-down rough and tumble.

MONEY FOR OLD ROPE

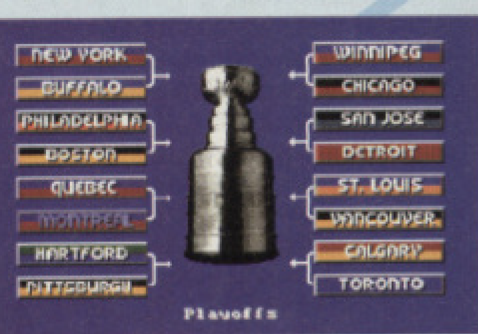
The first thing you've got to ask about this game is "what's new"? The sad skulking answer is actually a rather muted "not a lot, really". EA have stuck with the tried and tested formula to the extent where they've shied away from making a changes to the core of the game at all. Instead they've bolted bits on at the edges which will only make a difference if you follow the game in real life. For instance, the amount of statistics on offer have increased three-fold. Alongside this each team features digitised pics of its players, along with even more statistics, the words "not at all necessary" instantly spring to mind.



▲ *Is this square-jawed buffoon the sort of role model we want the youth of today to aspire to? Ban this game!*

NHLPA

Like some kind of demented and extremely depressed rhinoceros, the EA series of sport sims trundles on with no sign of stopping. NHLPA '94 takes off where '93 left off although you have to look hard to spot the differences. The graphics are the same, the playability is almost identical and if you've got one of the previous two games you'll know what to expect. The question is, are we being ripped off? Well, EA obviously think we're not. A few minor changes here and there and they've got a whole new product. There are several new play modes, more tournaments, two, three and four-player games if you shell out for the four-player adaptor, and little digitised cameos of the players. Well worth the money, eh?





▲ *Blimey, would you look at the size of those two behind the goal! Talk about having an unfair advantage.*

THE 'OLE ONE-TWO

To cater for the new multi-player feature, Hockey '94 features an all-new type of shot. The One-Two takes a fair bit of practice to get right, but if it works it's almost guaranteed to whistle into the net, or leave the goalie picking bits of shattered puck out of his head. Here's how it works.

1 Right, you've got possession, you're in your own half and you're about to leave the opposing defenders stranded. Perfect conditions for the king of hockey plays.



2 Make sure there's one of your players ahead of you. If there isn't, hang back, or pass to a player who's got a bit of space. Now wait for one of the lads to move up the pitch.



3 Following your attacker up the field and get ready to pass. The most accurate way is to head towards them then hit B as you get in close





HOCKEY '94



COMMENT

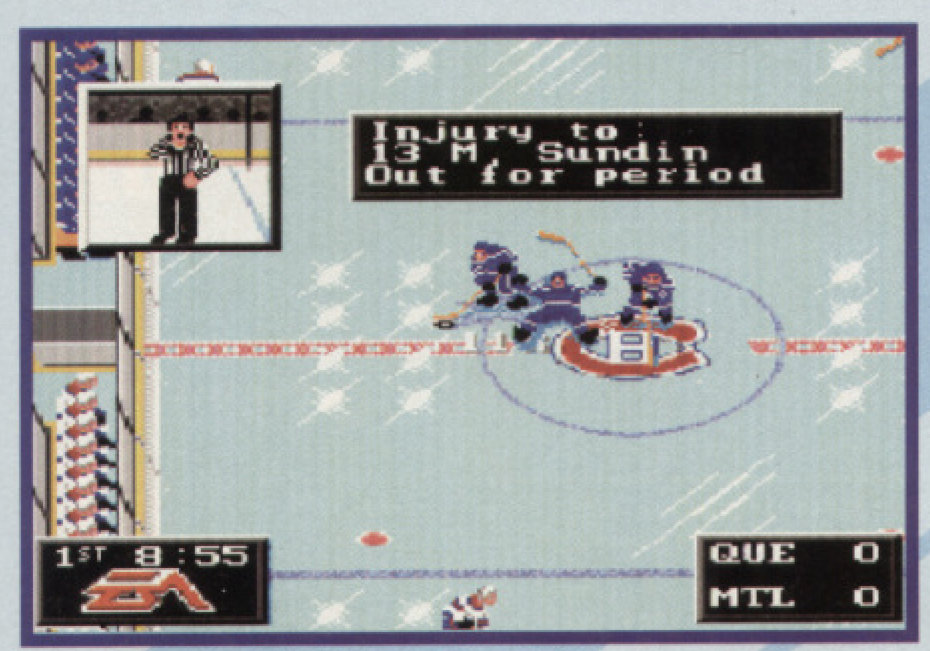


MARK

Perhaps the biggest mystery about this game for me is the way it's probably going to sell by the bucket-load. Take it from me, it's a pointless purchase unless you're after the four-player option. It's not that it's a bad game, it's just that the previous incarnation was far more enjoyable. For one thing it had the fighting. Call me violent and shallow-minded, but I loved giving any opposing player who scored a ruddy good scudding for being such a smart-ass. If you feel that is an aspect you can do without, this version is the one to look for. Me, I'm sticking with '93.

FOUR OF THE BEST

The key feature of this version is its compatibility with EA's new four-player adapter. Plug in this widget and the extra joypads to play with up to four people in a two-a-side game. While this is an obvious plus point, if you've already got an earlier version of this game, it's a lot of money to lay out on top of the adaptor and extra pads just so you can have a bit of a laff with your mates.



▲ *Well, you can give yourself a nasty graze on that ice y'know!*



▲ *They're dropping like flies!*

4 Now comes the tricky bit. The puck leaves one player and skids towards the one bearing down on goal wait for it to get in close and then...



5 Stab the C button! If you get the timing right, the receiver will pull off a devastating signature shot that'll burn a hole right through the net.



VIOLENT STREAK

There may be a host of minor improvements in the game, but there are also a couple of glaring omissions. Brace yourselves for this one. Gone are the Street Fighter-on-ice fight scenes, instead the players are all namby-pamby and won't get into a fight no matter how much you provoke them. Also missing is the blood that accompanies particularly serious injuries. While it was a gratuitous, non-essential part of the game, there was plenty of satisfaction to be had when you left your opponent's star striker shedding bucket loads of blood on the ice! Why has this aspect of the game been left out?



▲ *As Andy struggled on, he prayed to the caption god that he'd never have to do another Ice Hockey spread again.*



COMMENT



LUCILLE

I agree entirely with what Mark has said — true enough it's not all that different to '93 but it is faster, just as action-packed, wonderful to control and the whole reason for buying this would be for the four-player option — it's ace. On it's own it's definitely not with buying if you already have '93 particularly since all the fab violence has been cleansed from this game. But with three mates around, a few shandies in the cooler and the volume whacked right up, this game is a total winner and one no hockey fan should be without.







▲ *Don't they make a lovely couple though, eh readers!*

MAN MANAGEMENT

Team selection is all important in the hack-and-slash world of professional ice hockey. You need to have the best people for the job, and that means getting your team selections right. Before you begin a match Ron Barr (who?) gives you a run down on your current squad. Team members go through hot and cold streaks depending on how they've played in the last few matches. This gives you the opportunity to leave out any duffers in the team so you can field your strongest side for the match.

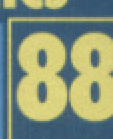
LONG TERM REPORT
HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN
STRATEGY
CHALLENGE
ACTION
REFLEXES
ORIGINALITY

PRESENTATION 93

▲ Thousands of features help pad the game out.
▼ Most of the extras aren't at all necessary or useful.

GRAPHICS 88



▲ Fluid player animation and very smooth scrolling.
▼ No variation at all, bar the colours of the kits.

SOUND 89

▲ Great thwacks and thumps with copious amounts of crowd noise.
▼ More could have been done with the crowd effects.

PLAYABILITY 87

▲ As good as ever, with fast-paced action and a good mix of teams.
▼ The fights have gone, but that's about it.

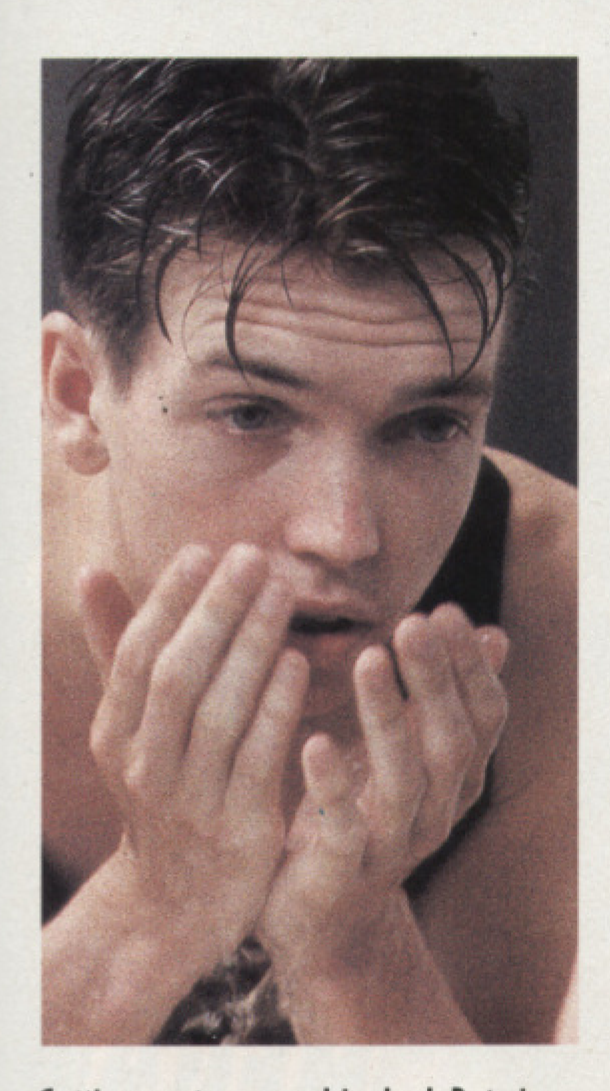
LASTABILITY 89

▲ The three and four-player modes are excellent fun.
▼ Not very addictive if you've mastered the previous game.

OVERALL 88

Bar the multi-player game, it's the same old thing really, with no outstanding new features. If you're going to play on your own, stick with NHLPA '93.

YOU WON'T SEE ME WITH SPOTS.





Getting spots was no big deal. But given the choice, I can live without them. It's been a while since I've had one. Nowadays I use Oxy* Clean Facial Wash.

Twice a day, morning and night – no more soap and water for me.

First, I wet my hands and clean them thoroughly with Oxy Clean Facial Wash. Then I lather up some more and rub it all over my face before rinsing it off.

That's it. That's all you need to know about how to get clean, healthy skin. And how to keep it that way.

Of course, even when I'm really careful a persistent spot can slip through the net. And if one does, I just use some Oxy 10. But I hardly ever have to.

HARDLY EVER.

UNBEATABLE TREATMENT FOR STUBBORN SPOTS AND ACNE

Clinically Tested

OXY 10

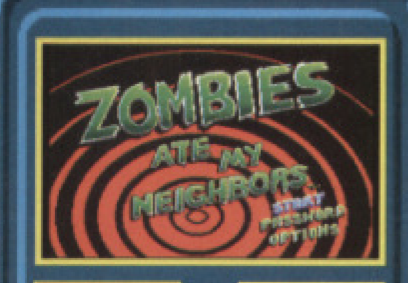
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MAXIMUM STRENGTH

Always read the label. Oxy 10 contains Benzoyl Peroxide. *OXY and OXYCUTE 'EM are trademarks.

OXYCUTE 'EM!*

ZOMBI







PRICE	TBA
BY	KONAMI
RELEASE	OCTOBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
RESPONSIVENESS: GOOD
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

35,000

ORIGIN

Konami have developed Zombies as a maze-game idea inspired by 50's horror B-movies.

HOW TO CONTROL

The joypad move the characters round the overhead-viewed scrolling mazes in four directions.

- A CHOOSE WEAPON
- B FIRE WEAPON
- C USE OBJECT
- S PAUSE

HOW TO PLAY

Run around the levels finding the victims and saving them all before the monsters get them.

"If my mom finds out, I am DEAD meat," exclaimed Stacy, "and just because you wanna see some crummy horror special." Chuck sighed. Stacy had only been too happy to come over to stay the night — even making up a fake slumber party she was supposedly going to. Now, as they were sitting waiting for the movie all-nighter to begin, she was starting to complain. As a gore-fan he could hardly believe his luck — 40 odd horror movies playing back-to-back on channel 666. Funny — he'd never caught that station before...

"Listen, babe, don't get stressed out. You can cling onto me," ventured Chuck as his hand casually slipped round her shoulder. "Get off, you CREEP!," shrieked Stacy, "You're history!". As she jumped up from the sofa she noticed an impish figure on the TV screen. "Don't go Stacy, the fun is about to begin". Suddenly she felt an invisible hand tug her towards the TV. They were both being sucked into the movie. "What's happening!" she stuttered as the gum fell out of her gaping mouth, "Chuck, Chuck, help meeeeeee!!!".

WHERE ARE THEY NOW?

Hi, there Stacy and Chuck. Ever wondered what happened to your fave B-movie actors? Well, they're trapped right here in these films — at the eternal mercy of Zombies, space aliens, mad scientist and 50ft babies. And so will you be, unless you free them all. Stay tuned for station indentification...

ZOMBIE PANIC (CERTIFICATE U)

The neighbourhood is going downhill rapidly, with (deceased) relatives popping round, hungry for some brains. With both them and vulnerable pensioners on the same level, the trick is being able to identify the shambling, expressionless corpses from the zombies!

▲ No Chucky, no!

MEGA GAME



▲ Drool, slobber... chicken fillets... growl, flesh... melons on special...

IES

MALLED ALIVE (PG)

Safeway's? Nothing could be further from the truth — just look what's on special today — You on a stick! There's credit-card bearing shoppers hiding in the aisles from pyschopathic Cabbage Patch Kids, and putrified sales assistants. This could be an express checkout...



▲ Pensioners enjoy their first glimpse of Buckingham Palace.


▲ You trying captioning with a bunged up dose.



COMMENT



PAUL

Zombies is a real Frankenstein's monster of a game, pieced together from specimen-jars holding some simple notions for gameplay that form a magnificent whole. An excellent use of all the horror imagery immediately toe-tags the game as being cred too. Ghoulish characters enjoy starring rolls in many games but never feature so forcefully and imaginatively as they do here. That familiar, edge-of-the-seat excitement associated with horror films courses through the players veins as the lives of the neighbours' lie in jeapordy. There's nothing so chilling as the scream of a recently departed neighbour, especially when there is always a small chance of saving their skins! Everything you could want to exorcise from an action video-game is here and the zombies haunt you until every last neighbour is saved!

THE MAZE OF MADNESS (12)

Revenge of the YTS parks staff! The harrowed souls of 1000 council workers return wielding chainsaws to remove the overhanging limbs — of Stacy and Chuck. Aaaiieee — Quick, back to the Mystery Machine!



COMMERCIAL BREAK — JUST THE TONIC

Potions, potions, potions! You want them, we got them. Our preparations get to you faster than a bottle of Bucky, and prove just as effective: Our best buy turns you into a large monster, who pummels seven bells out of any supernatural creatures. Warning — if dosage turns you into a green, hard to control zombie, then discontinue use. We return to our movie presentation...





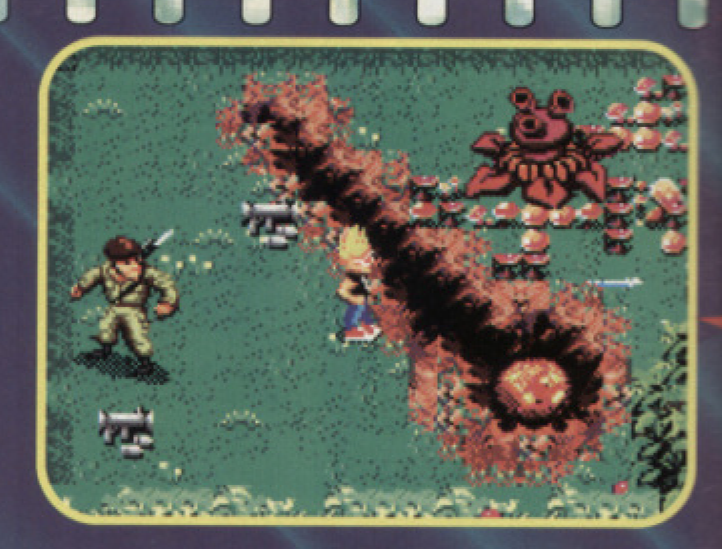
DR. TONGUE'S CASTLE OF TERROR (15)

Welcome to ze castle...Zere has been a home of ze Tongue's on zis hill for many years. I hope you enjoy your stay. Dinner vill be served at eight o' clock precisely but only if you are fully prepared... Please don't vander around the castle precincts — it upsets ze staff.



MARS NEEDS CLEANING STAFF (18)

"There's something in the back garden."
"Oh, the new gnome must have been delivered."
"But it's glowing!"
"Well, that's what I ordered."
"What's that on the back of your neck! You're not my husband — when's our anniversary, then?"
"Don't be silly, of course I know it's er...er...malfunction! malfunction!"



COMMERCIAL BREAK — TWENTY PACK

When your mouth's drier than a zombie's sphincter, reach for our twenty pack. These handy cans taste great — and they also explode on contact with most deadforms. Try some today! We return to our movie presentation...

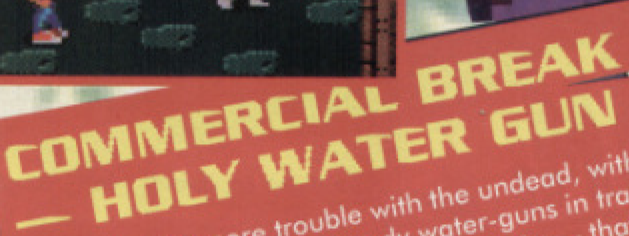




THE TOMB OF DOOM (15)

"The tomb of RutenTuten has lain undisturbed for centuries, Professer — it must not be desecrated!".
"Nonsense, we scientists will not be bound by superstition...Aaaieee. It's...It's...I want my mummy!". You got it, buster.





COMMERCIAL BREAK — HOLY WATER GUN

Hey folks! No more trouble with the undead, with our Baptizer 500. These handy water-guns in transculent plastic take 2 litres of Aqua Santo — that's two hundred squirts of Holy Water to you. Send cheques to Our Lady of Uzi. (We return to our movie presentation)





COMMER-CIAL BREAK — KILLER KLOWNS

You'll never be miserable again with our inflatable clowns. Set them off and they just laugh and laugh. Warning — clowns should not be set off in a public place, or any Undead creatures may ignore you and attack them. We return to our movie presentation.







COMMENT



GUS

I hope our off-the-wall review gets across how off-the-wall Zombies is. You'll encounter every B-movie cliché there is over 48 huge levels of action. Thankfully, the gameplay is as inspired as the idea. There's a constant stream of danger, with zombies erupting from under your feet, and chainsaw madmen behind every hedge. There are loads of weapons and objects, each with a right and wrong time to be used. All this challenge and game depth wouldn't rate as highly if it wasn't for the humour and atmosphere. Zombies has got both in huge measure — with suitably cheesy music and just fabulous graphics. Adding a dual player mode is just the icing on the cake. There's not much to say when games are as addictive and well-programmed as Zombies. It's probably the best all round product Konami has brought to the Megadrive.

ROSEMARY'S BABY (18)

"It's huge! I've never seen anything like it! Who the hell changes the diapers on that thing. Look out it's going on the rampage: driven mad by excess ammonia. I'll take the bazooka, you cover me. This one's my baby."



LONG TERM REPORT

HOUR	■■■■□
DAY	■■■■□
WEEK	■■■■□
MONTH	■■□□□
YEAR	■□□□□

BREAKDOWN

STRATEGY	■■■□□
CHALLENGE	■■■■□
ACTION	■■■■□
REFLEXES	■■■□□
ORIGINALITY	■■■■□

PRESENTATION — 88

▲A useful password feature, and a wonderfully hypnotic title screen. A perfect horror movie atmosphere.
▼No skill level options.

GRAPHICS — 93

▲Brilliantly executed sprites, with keen kids and haggard zombies. The backdrops and colour schemes, and imaginative and change frequently.

SOUND — 87

▲The music is a blend of kitsch tunes and spooky samples.
▼The music is slightly fuzzy, without the echo and depth of the SNES version.

PLAYABILITY — 93

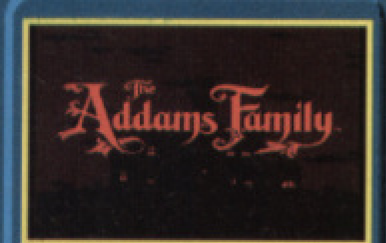
▲Incredibly simple game idea, that's easy to pick up, and instantly addictive. Great in two-player mode.
▼Sometimes zombies grab people before you even find them.

LASTABILITY — 91

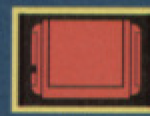
▲There's loads of strategies to develop, and over 40 levels to try them on. Even by the halfway stage, things are getting frantic. There's plenty of surprises for the further levels.

OVERALL — 92

Zombies is a totally absorbing and highly intriguing game. This has sent a shiver down all our spines — but in the best possible sense.









PRICE	£39.99
BY	OCEAN
RELEASE	NOVEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: SLIPPERY
GAME DIFFICULTY: TRICKY

1ST DAY SCORE

201660

ORIGIN

The original Addams family cartoon strip was devised by Charles Addams in the early '50s. Based on his own family!

HOW TO CONTROL

If you've played just about any platform game on the Megadrive before, you'll have no problems getting to grips with The Addams Family.

- **A** Has no function.
- **B** Makes Gomez jump.
- **C** Gomez uses an item.
- **S** Starts and pauses the game

HOW TO PLAY

Guide Gomez Addams about the platform-laden mansion in search of his family.

Gomez Addams is a man of little worries. To him torture is synonymous with true love and pain the soul mate of pleasure. Death has abandoned the Addams family, having made numerous appointments with each generation which none have seemed able to attend! The fact that Gomez' beloved are being held captive by strange monsters throughout the Addams' abode presents the indomitable Gomez with nothing more than a little intrigue.

Yet when the benign Addams discovers that the family fortune is at risk then — and only then — does a slightly ruffled Gomez take the kind of steps that only a furious, immortal fiend can! A fortune-seeking judge is out to cheat the Gomez of the family treasures. Only by releasing his closest relations from their confines within the residence are the judge's claims to the vast fortune made null and void. Acclaim, in association with Ocean, present this rather unsophisticated portrayal of the whole crazy situation in the form of a platform game. Guide Gomez in his search abroad the enormous mansion and its grounds, using his cunning and guile to outwit the judge's mercenary ghosts and ghouls. Many locations, some of which are secret, and their associated surprises await Gomez at the click of the fingers and a flick of the Megadrive's power-switch.



Pugsley looks a bit too happy for a kidnap victim. Just what has he been getting up to with that wacky scientist?!



THING-IN-A-BOX

For the sake of being different, and for the sake of all domestic animals' safety, the Addams family's household pet is a human hand. Named 'Thing' this intelligent, ex-extremity lives in a box and is occasionally quite helpful. Thing's box is often found in significant areas throughout the Addams mansion where Gomez may consult Thing about his whereabouts and what he might find there.



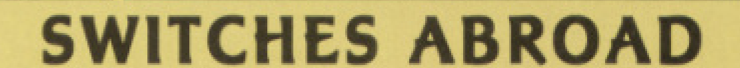
COMMENT



RICH

This is a smooth, slick platform game with decent enough graphics and sound. The problem is that the concept of this game is extremely ancient and the programmers have made no attempt to add any aspect of originality to the game. I was really bored with the game after a very short while and I can't really recommend the cart at all — there's loads more decent platform games available (Sonic II, Tiny Toons, Rocket Knight, Flashback, Cool Spot... I think you get the idea). Away with you Addams Family, away!





SWITCHES ABROAD

The switches with which the Addams family are most acquainted are the type used for beating people with — light switches are virtually non-existent as the mansion is illuminated by candles. There are, however, secret switches located in and around the Adam residence that trigger doors and open hatches so that Gomez may further explore in the hope of finding each family member.



▲ "..Off" yourself, you short git!

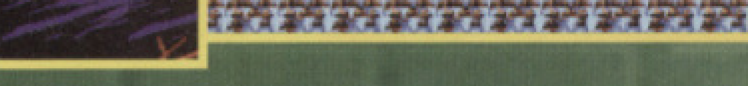




▲ *Attention all ugly readers. Put this magazine down immediately. Can't you see you're scaring them?*



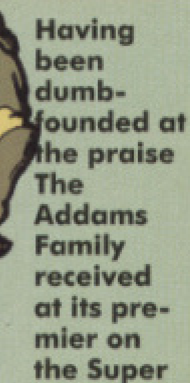
▲ *My, how scary! Please wake me when they're gone. Zzzzz*



LONG TERM REPORT	
HOUR	■■■□□
DAY	■■■□□
WEEK	■■■□□
MONTH	■■□□□
YEAR	■□□□□

BREAKDOWN	
STRATEGY	■■□□□
CHALLENGE	■■■□□
ACTION	■■■□□
REFLEXES	■■■□□
ORIGINALITY	■□□□□

COMMENT



PAUL

Having been dumbfounded at the praise The Addams Family received at its premier on the Super NES I'm further convinced of its lack of appeal when playing the Megadrive version. In its favour the graphics are good — but not great — and the music is entertaining, though not at all brilliant. Players may lead Gomez through over 100 locations too which is great, only most of them are nothing more than tiny ante-rooms holes containing score-enhancing collectibles. Gomez is personified as a cute character but fails to amuse since his response is so terribly slippery. At no time is one inspired to merrily click the fingers — breaking those of the programmers responsible is more often the inclination as Gomez scoots into enemy sprites and deadly drops time and time again. Perhaps I'm being to harsh but this product does not warrant the acclaim it received over a year ago and Acclaim would have been wiser not receiving the game from Ocean at all.

PRESENTATION 76

▲ Presentation is cool and passcodes assist the player through the game, preventing repetition.
- No options to speak of.

GRAPHICS 81

▲ The sprites are interesting and varied. The backdrops are very competent.
▼ The Addams Family is no showcase of the Megadrive's high standards.

SOUND 81

▲ Remixes and variations of the familiar tune are rendered well.
▼ The music and sound effects don't make the best of the system.

PLAYABILITY 63

▲ Discovering the secrets of the Addams residence passes the time.
▼A person can only take so much of a game that has nothing new to offer.

LASTABILITY 58

▲ The Addams' family home takes time to explore.
▼ For the most part the poor controls make the game frustrating.

OVERALL

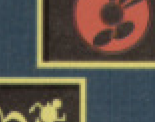


55

One of the most derivative, unoriginal platform games we've seen for months. This isn't worth £40 of any one's money.







PRICE	TBA
BY	SEGA
RELEASE	SEPTMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: DATA SAVE
SKILL LEVELS: 1
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY PEASY

1ST DAY SCORE

987,666

ORIGIN

Sonic the Hedgehog is Sega's flagship character. His first two games are responsible for the sales of millions of Megadrives. This is his first appearance on the Mega-CD.

HOW TO CONTROL

Use the directional pad to steer Sonic around. Pressing DOWN when moving will make him roll into a ball. Pressing UP and FIRE while standing on the spot powers up Sonic's super-run.

- **A** Jump
- **B** Jump
- **C** Jump
- **S** Starts and pauses the game

HOW TO PLAY

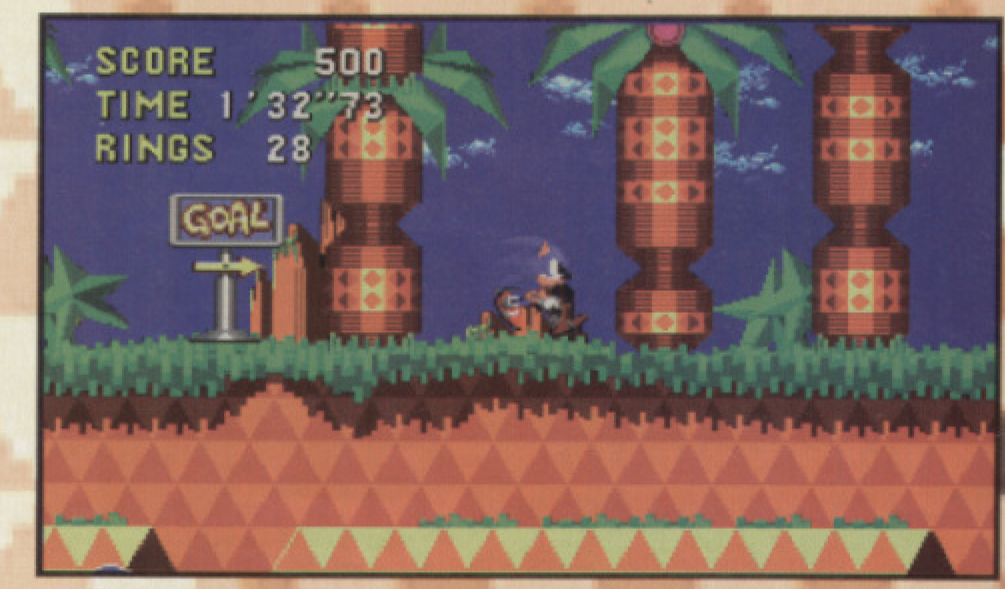
The aim of the game is simply to reach the end of each eight-way scrolling level. Collecting rings along the way increases points, lives and helps protect Sonic.

Poor old Sonic. Last year he was the hottest hedgehog in town. His platinum-selling Sonic II cartridge rocketed him to stardom and made both he and his co-star, Tails the Fox, household names. Popular idols for hordes of screaming animal fans. Yup, Sonic the Hedgehog was BIG news. Then came the mighty fall. After a massive row with Tails, his two-tailed buddy stormed out of their penthouse burrow claiming Sonic was an untalented spiky pig. With Sonic's career spiralling ever downward he was only able to get odd-jobs as a selectable icon on various football and tennis games. It all seemed over for the Blue Wonder, until he met HER! Across a crowded woodland bar he saw the most beautiful female hegedhog ever. Their eyes met and they fell in love. Rosy was her name and she was a natural pink. It was she that brought Sonic back from the brink and helped him relaunch his career with promises of a new game, Sonic CD, sparking Sonicmania once again. But life for our spiky blue pal has never been easy and misfortune struck. The evil Dr Robotnik kidnapped Rosy and threatened to turn her into hedge-hamburgers. Now it's up to Sonic to save the day and rescue his love. He won't let her get away, like he did Tails. Go Sonic, Go!

▲ *I'd like to say what a great pleasure it has been to caption this screen shot. I really would.*

IT'S A MIRACLE!

Sonic CD doesn't take place on Sonic's homeworld of Moebius. Nope, when Dr Robotnik kidnapped Rosy he took her to a small orbiting moon called the Miracle Planet and that's where the game takes place. There are seven different zones for Sonic to battle through, such as the Palm tree Panic Zone, a kind of Green Hill Zone-a-like, Collision Chaos, the customary pinball-style level, Tidal Tempest, which is semi-submerged in water and the Wacky Workbench Zone, a manic machinery level vaguely similar to the original Scrap Brain Zone. There's even a zone called the Speedway Stardust which is made completely out of the parts of a trombone. At the end of this zone Sonic has to race a robot version of himself through a hazardous race course with Dr Robotnik in hot pursuit.

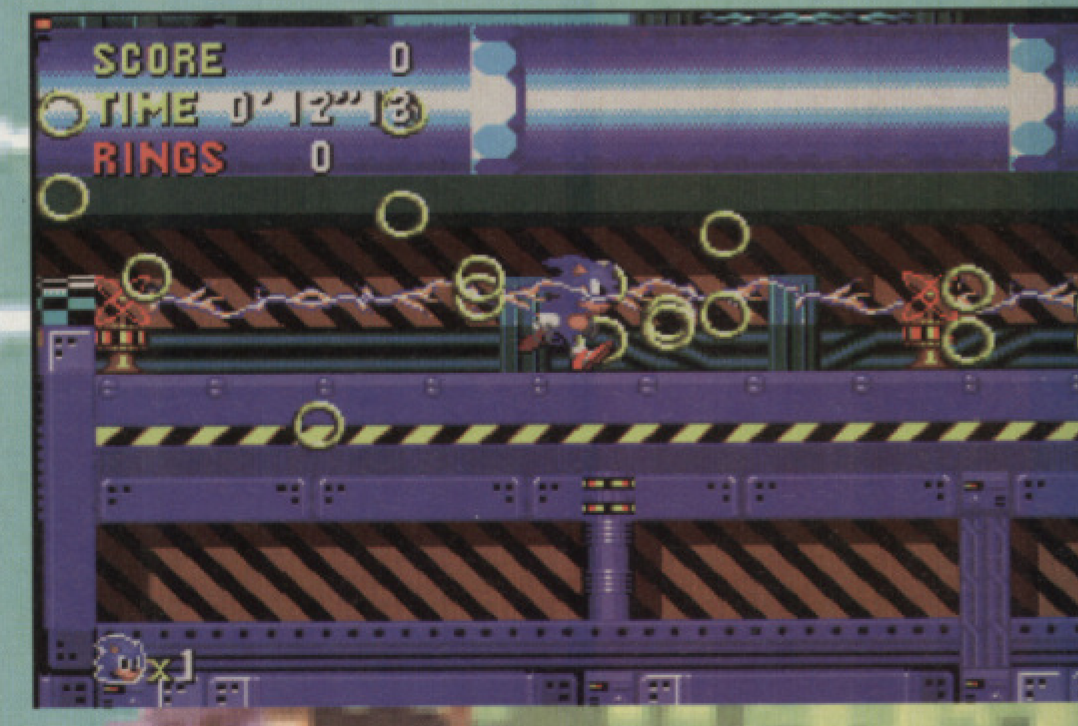


▲ *Sonic misses an open goal!*



HEDGEHOG SPECIAL

As with all the Sonic games, Sonic CD has a secret Special Zone. Accessing it is done in exactly the same way as in the original Sonic game. Our hedgehog hero must collect fifty rings and then jump through the giant ring at the end. Viewed from behind Sonic, you guide him around a race-track bashing into UFOs. All of them must be hit before a timer runs out. To make things harder though, there are various obstacles like speed ramps, bumpers and moats which actually sap your precious time. The 3D effect is very reminiscent of Thunderhawk or the driving bits from Batman Returns CD and looks truly incredible.



GET INTO THE TARDIS!

In Sonic CD our spiky blue hero can actually travel through time. This is done by running by either a PAST or FUTURE sign and then picking up speed. If Sonic maintains a constantly high velocity he starts to spark before vanishing, only to reappear in a new time zone. For the most part these new eras are identical to their present day counterparts, but in technologically different states. Strangely enough though, this novel time-travelling feature is completely unnecesary to completing the game.

SONIC'S SONICS!

Seeing as it's on the Mega-CD you'd expect this game to have some excellent sounds and indeed it does. Some of the best ever heard on the Mega-CD in fact. All the music has been composed and performed by a Japanese band called Miki and sounds like a bizarre combination of the chirpy Sonic-style tunes we know and love, together with the latest in dance and techno athems. The result is very listenable indeed.


▲ *Three of these things belong together etc..*

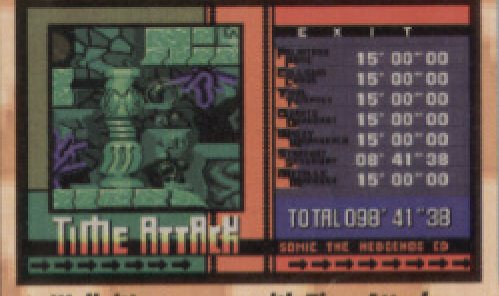
COMMENT



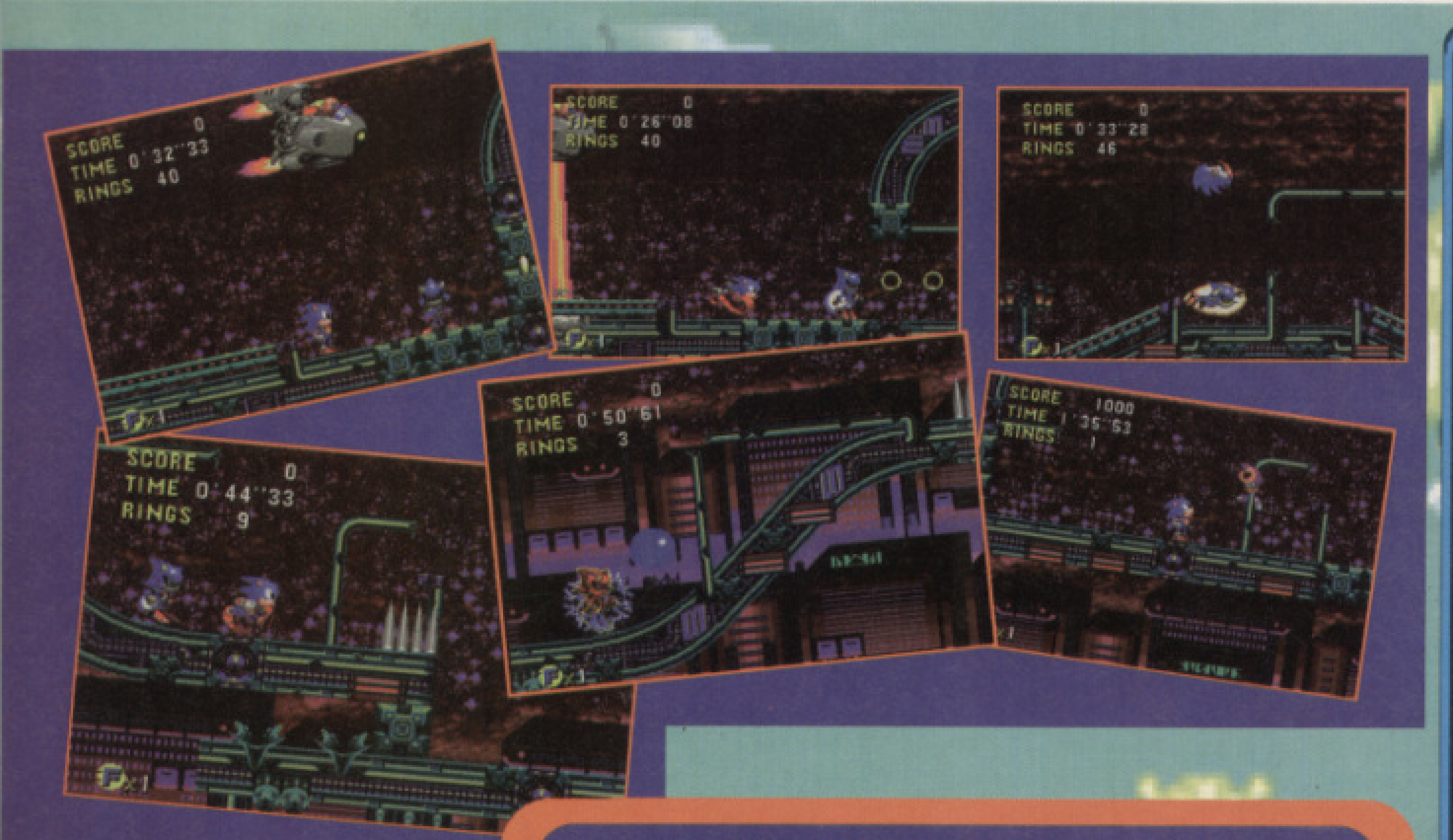
TOM

I was expecting great things from Sonic CD, but I can only express my complete disappointment at the end result. Yes the graphics are very flashy and it all plays at an incredible speed, but somehow it lack the soul the other Sonic games possessed. There's nothing new in it. All the levels play almost identically, it's just a case of rolling through twisty tunnels and loops or walking underwater searching for air-bubbles. There's nothing to match innovative little mechanisms that appeared in the first two games, like say, the giant nut and bolt lift from Sonic II. What's more, the saved position and infinite continue option means you can finish this already too-easy game in one go. What could have been a clever time-travel feature has been wasted and the Special Zone is boring and too slow and jerky to be of any fun. Only the cartoon intro and music shine through, but they aren't really an integral part of the game. The previous Sonic games set new standards. Sonic CD fails to reach already average ones. Nope, Sonic CD fails to hit the mark.

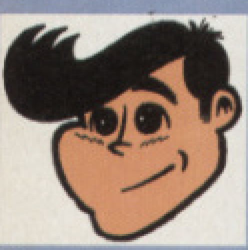




▲ *Well, it's a screen with Time Attack written on it. There's nothing else to say.*



COMMENT



RICH

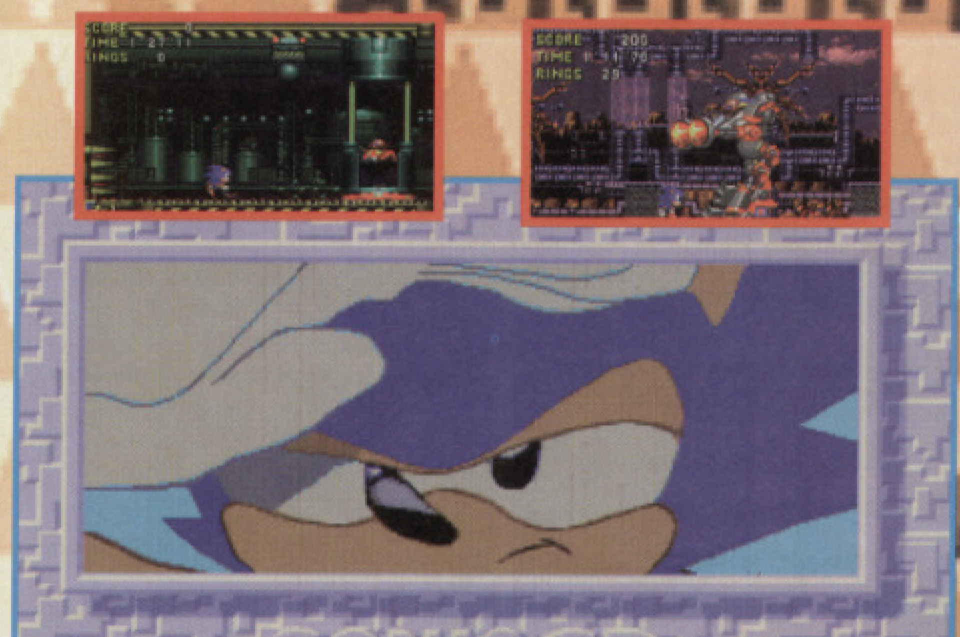
I have a much higher opinion of Sonic CD than Tom, but I do see his point. There is nothing new in this game at all and there is a lack of innovation in it. Each new Sonic game has contributed new ideas to the genre, but with the exception of the Special Zone (which isn't that great), there isn't much here that's at all new. That's not to say that Sonic CD is crap — far from it, it's excellent to play and the graphics are awesome. The sound effects and music are totally amazing. The techno rave music is utterly superb — especially when pumped through a decent hi-fi (and it's even better through my surround sound system). What's more, it is too easy and the save game option reduces lastabilit further. There is a lot to see in this game though, and the different time zones, although in no way essential to the game, do bring you back to the game. Sonic CD is an excellent CD release — but how about some new, original ideas for Sonic III?

SONIC GOES TO THE MOVIES

As with all Mega-CD games, Sonic CD features a rather smart cartoon intro. Reminiscent of the popular Japanese anime look, it tells the story of how Sonic found the Miracle World chained to his own planet. by a suspicious-looking Robotnik-shaped mountain. It doesn't take our hero long to work out who is behind this strange turn of events and he immediately sents off toward the Miracle Planet by running along the giant chain.

SONIC BOOM

Sonic CD is just the first in a new wave of forthcoming Sonic releases. Also in this issue is Sonic Spinball, the pinball game based around the Casino Night Zone from Sonic 2. Then early next year comes Dr Robotnik's Mean Bean Machine, a columns-style puzzler converted from a Japanese game called Puyo Puyo (which is reviewed this issue). However, biggest and best of all is the Sonic arcade game. The game is controlled by trackballs as Sonic is rolled around a hazardous landscape and is reminiscent of Atari's popular coin-op of yesteryear, Marble Madness. However, the graphics are stunning and best of all, it is a three-player game as Sonic is joined by pals, Ray the Squirrel and Mighty the Rabbit. Come back Tails, all is forgiven!



PRESENTATION 92

▲ An excellent cartoon intro and plenty of neat options, including a Time Attack feature to test your best speeds on.

▼ A few of the levels look and feel a little unfinished. A bit unpolished.

GRAPHICS 90

▲ Excellent main sprite, superb badnik sprites. Most of the backdrops are great too.

▼ Doesn't look any better than Sonic II with the exception of the Special Zone.

SOUND 94

▲ Mind-blowing rave and techno tunes accompany the action. Some neat sampled special-effects speech too.

▼ The more routine Sonic spot-effects are a bit ordinary. In fact they sound identical to the cartridge sounds.

PLAYABILITY 86

▲ As with all Sonic games it is instantly playable with highly responsive controls and that addictive hook.

▼ If you've got the other Sonic games you may be disappointed by the basic approach and lack of new features.

LASTABILITY 71

▲ Tons of levels to explore. Searching through all the time zones will take ages and the Time Attack will bring you back to beat your times.

▼ Way too easy, especially with its save position feature.

OVERALL 83

A technically impressive platformer, but surprisingly uninventive. As Sonic games go, this is still rather fab, but doesn't really compare gameplay-wise with Sonic II.





IF ONLY
I COULD
RUN
JUMP
SWIM
SING
DANCE
PARTY
AND
SUCCEED

LIKE I DO
WITH MY
ASCIIPAD MD,
LIFE WOULD
BE GREAT!

Whoever said, "life is unfair" must have played against someone with an asciiPad MD. Here's why: it's got **TURBO FIRE** (up to 24 shots per second), hands-free **AUTO-TURBO** and **SLOW-MOTION CONTROL.** Plus, it looks cool, too. With this kind of control, you'll always land on your feet. Which is more than we can say about life. The asciiPad MD. There's nothing fair about it.



NEW from ASCIIWARE™ **for MEGA DRIVE • MEGA CD**

IT'S HOW TO WIN.

100% ALIVE

Pick up someone else's litter

Go for a day without speaking

Learn a second language

Write to Mother Teresa

Send your mum some flowers

Every day at the same time stop and think about something wonderful

Go and see Ryan Giggs

Turn your radio up full blast

Strip right down to your underwear

Say a prayer every night

Get your nipple pierced

Teach a child to read

Go for a run around the block

Have a day without TV

Ring 071 700 3100 and tell London something it needs to know

Buy a book on Jeff Koons

Tune your radio to Kiss and pull the knob off

Read a page from a book by Charles Dickens

Play football in the street

Stare at the clouds for a full ten minutes

Believe in yourself

Hug someone of the same sex

Give £100 to a down and out

Buy Marvin Gaye's 'What's going on'

Eat a pineapple

Put your change into a bottle for a year and give it to charity

Make a statement

Tell someone a secret

Write the alphabet backwards

Visit Great Ormond Street Hospital

Order an empty skip and leave it outside your house for a week

Begin something you've always wanted to begin

Meet an old friend you haven't seen for years

Go to the market and spend 10p

Learn something new every day

Talk to a child about the future

Make a record

Help someone today

Throw away your watch

Think purple

Dance the dance electric

Wear a wig

Laugh

Wallpaper the inside of your car

Plant a tree

Make everyone at work a cup of tea

Take a picture of your back

Go on holiday and don't take any luggage

Phone someone you love

Take a friend to the zoo











PRICE £39.99

BY CODEMASTERS

RELEASE NOVEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS:1
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY

1ST DAY SCORE

FINISHED!

ORIGIN

A completely original game, though with elements of Lucasfilm graphic adventures.

HOW TO CONTROL

Control varies depending on which part of the game you are in. Some bits are platformy, some RPG-ish, some puzzly while others are arcadey. Great eh?

- **A** Special. Only used for certain puzzles.
- **B** Toggle between commands.
- **C** Select commands and objects.
- **S** Pause

HOW TO PLAY

Use the pointer to select commands in the puzzle bits and use the joypad as normal in the platform sections.

Have a nice holiday this year did you? Cosmic Spacehead certainly did. Mr Spacehead thought it would be quite a nice idea to have a change from the usual country spacecampsites and astrobeaches of his home planet of Linoleum and go on a sort of galactic gadabout. So he just got in his little flying saucer and followed his nose. And to his surprise it lead him to our own humble planet, Earth, which was much spoken of in Linoleum legend, but was still thought to be a subject of myth.

Of course, Cosmic was quite literally over the moon to find that he'd discovered the legendary planet Earth, but was also so gobsmacked that he completely forgot to take any proof of its existence back to his fellow Linoleums. No Mickey Mouse hats with the plastic ears. No furry Spanish donkeys. No Devon toffees.

So to claim his fame (and possibly some money as well) Cosmic has decided to go back to Earth, pick up some souvenirs and return, hopefully to crowds of cheering Linoleums and adoring Linoleum ladies. The problem is, he's got no money left after his holiday and no obvious means of transport so it looks like he's rooted to the spot unless you help him out.

You've got to get Cosmic to the Linoleum space-bus stop, preferably with a valid ticket, then get him to his half-way point on the asteroid world of Detroitica, and from there to a refuelling stop at a space station, then onward... to Earth!

WISH YOU WERE HERE... IN LINOLEUM!



Linoleum completely belies its connections with kitchen floor coverings by being a completely lovely place. Well, perhaps that's going a bit over the top considering it's full of monsters and unhelpful Post Office staff, but if you're stuck somewhere you've got to lump it haven't you? Cosmic starts off in Old Lino Town and has to find himself a passport to get him across the border to Formica City. Of course, passports don't just grow on trees, but luckily he starts the game in possession of his birth certificate (now that IS lucky!) and all he has to do is find some cash (one Linodollar is lying on the ground in the first screen and that's not bad for a start) to pay for some pictures to be taken in a Photo-U-Like booth. That's an easy problem to solve, but more complex ones include getting around the planet using the malfunction-prone Teletransporter system, the acquisition of a missile targeting device, and a driving licence (from someone called Shady Lionel). If you solve all those you should find yourself with a bus ticket to Detroitica, so all you have to do then is get yourself to the bus depot on the far side of Linoville.

◄ *Cosmic Spacehead takes a pee. Tee ho!*

▼ *Yeah, thanks for the great caption opportunity, Oz. Thanks alot.*







THE ARCADE BITS



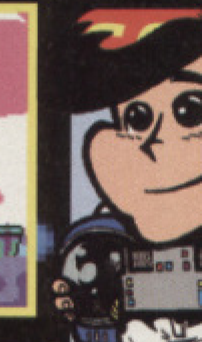
The arcade bits come in when Cosmic leaves one location for another. Yes indeed, it's Platform-Action-A-Go-Go as soon as he trips into the screen next door, and for this bit the point-and-click control system is abandoned for normal platform game-style controls. Our Spaceheaded hero has to get from one side of a scrolling screen to the other, dodging wandering beasties which bounce around their predetermined paths threatening to nobble him. As an added incentive, odd platforms have a piece of Cosmic Candy on them, and if Cosmic can collect ten of these he's awarded an extra life.



▲ *Regardez le ferocious boiler de central heating, Cosmic.*



COMMENT



RICH

What a shame. Cosmic Spacehead has plenty of intriguing puzzling action, it's very original and the graphics are on the whole quite smart. However, some of the puzzles are just totally illogical. Faced with a massive beast that blocks your path, the solution is to give it a helium baloon! You what? However, the biggest shame with this game is that all it takes is around one day's play — around seven to eight hours at the most to see the game through — that's five quid an hour! For that reason alone, we just can't recommend that you buy this game.



FUN FOR ALL THE FAMILY

Cosmic Spacehead is a cunning blend and roast of richer, smoother adventuring with finest quality Arabica arcade gameplay. Well, sort of.

The adventure bit is broadly based on those rather nice Lucasfilm adventures which are on the Amiga and PC. Cosmic finds himself in a location which is pictured in the top half of the screen, and you get to guide him around it using a joypad-driven pointer.

He can also interact with objects in the location to solve puzzles. Just point to them then select a command to use with them from the list of five on the menu: Pick Up, Use, Look, Talk and Give. If he picks up objects they're listed at the foot of the screen in a scrolling list. It's all very simple.



COMMENT

PAUL

I started off hating this game; the limited and sometimes fiddly command system, the annoying way I kept losing it on the platform bits so that I couldn't get to the adventure bits, the intrusive music. But then I got used to it, and even though the puzzles were completely ludicrous (giving a helium balloon to a gigantic monster to make it float away I ask you!) I started enjoying myself. In fact things got better the further I got into it. The quality of the graphics and the music improved, the puzzles became a bit more logical and the platform bits became a bit more manageable. In fact just when I was enjoying it the most... I found I had completed it! I don't know how long Codemasters expected the three levels to last, but I completed all of them in about seven hours of constant play. And it's only when I'd finished did I realise how little was in this game. The first planet lasts a while, even though there are only 15 places to explore. The second is a piece of cake, and the third, well it requires a little bit of thinking but it's hardly taxing. I can't knock the presentation of Cosmic Spacehead, but I certainly didn't get £40's worth of gameplay out of it and unless you're a very inexperienced player, I don't think you will either.



HAVING A LOVELY TIME IN DETROITICA!



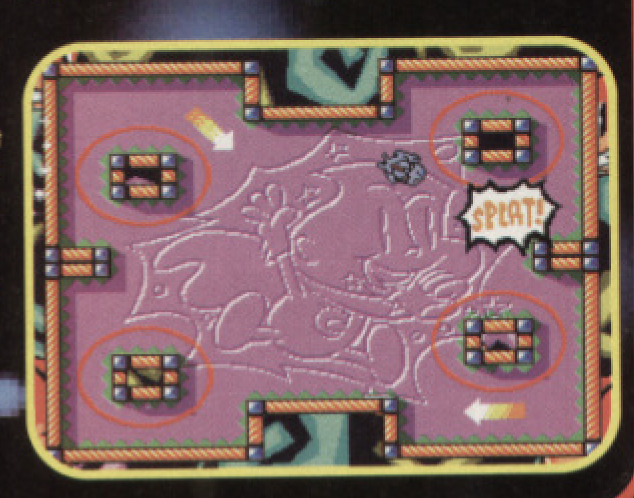
Detroitica, home of sun, sand and spaceship manufacture. As Cosmic lands he discovers that the automation system which runs the gigantic starbuggy production line has gone haywire and the robot workers have revolted against their human masters! Seeing as he's stranded here, Cosmic may as well help out, and aside from dodging all the automatic laser welders his only problem is how to put out the fire in the belly of the vast generator which powers the whole plant. Once you've done that you can free the imprisoned workers, borrow a starbuggy and warp to Earth. Or can you?

ARCADE EXTRA

When you've got your driving licence on Linoleum you can enter the bumper car races to win your ticket to Detroitica. Once inside the bumperdrome the screen changes to show a race track and, in your little orange vehicle you have to bump your way through three laps before the timer runs. It's not difficult, but the cars don't corner too well (they have anti-gravity drives and so everything's frictionless) and the other drivers are clearly over the legal limit judging by the way they ramble all over the course, apparently at random.

ARCADE EXTRA: THE REVENGE

The other main arcade event doesn't actually have anything to do with the game and appears as an option on the title screen. The Two Player Pie Splat (as it's called) is actually a reenactment of that Atari classic, Tank Pong, except the tanks have been replaced by two dinosaurs which you and a pal get to drive around a maze, shooting at each other. There are four mazes for you to try, but the reason for Pie Splat's inclusion is still a mystery.



LONG TERM REPORT

HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN

STRATEGY
CHALLENGE
ACTION
REFLEXES
ORIGINALITY

PRESENTATION 89

▲Great intro and between level screens, a cleverly designed password system and even a bonus two-player game.
▼Command system is fiddly.

GRAPHICS 88

▲Nice recreation of 50s and 60s style SF comedy cartoons which get more impressive as the game continues.

SOUND 51

▲A different tune for almost every stage. Sometimes they're great and...
▼Sometimes they're annoyingly intrusive.

PLAYABILITY 80

▲The intriguing blend of arcade and adventure keeps your interest though.
▼A bit fiddly to get started and some of the puzzles seem a bit stupid.

LASTABILITY 50

▼Oh-so easy too complete and not very satisfying when you do.

OVERALL 58

We could overlook Cosmic Spacehead's minor gameplay faults, if it hadn't been such an easy game to complete.



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1-4 PLAYERS

PRICE	TBA
BY	TENGEN
RELEASE	TBA

OPTIONS

CONTROL: JOY PAD
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: GOOD
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

FOUR UNDER PAR

ORIGIN

A conversion of the Megadrive title, in turn converted from a top-selling PC title. Huzzah.

HOW TO CONTROL

Up and down changes the club — the buttons enable you to take your shot.

1 Swing club/select

2 Go back to menu screens.

HOW TO PLAY

Choose a club and smack the ball towards the hole on the green. Easy.

PGA TOUR

If you haven't played PGA Tour Golf before, you're in for a big surprise as it is universally recognised as the greatest golfing simulation ever devised for the home computers. On the Megadrive, it has even spawned a sequel — PGA Tour Golf II, and it's even more incredible.

Now, the golfing magic of the PGA has arrived on the Master System in the guise of this conversion from the guys and gals at Tengen. Does it succeed in bringing the 16-bit magic of the best golf game ever to the 8-bit console? Or it is a sad shambling example of forlorn lampoonery? This review intends to let you, the discerning Master System-owning MEAN MACHINES reader, know for sure.



▲ Wahey! What a cracking birdie!

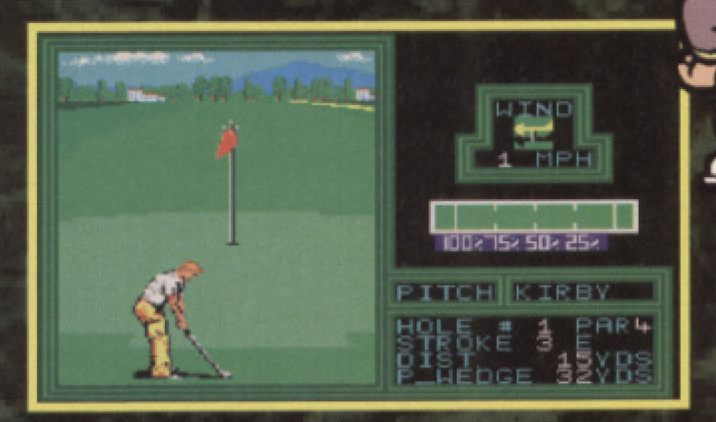


▼ There's no such thing as the perfect lie, of course. It all comes back on you in the end.



PUTT AND PUTTER

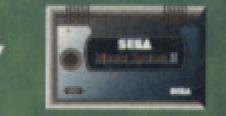
If you're rather sad at putting, an option exists to improve your skills by visiting the putting green. The console puts the ball randomly on the green and unsurprisingly, it's your job to putt the little blighter. When you're consistently putting the ball in one "stroke" be off with you to the main tournament.

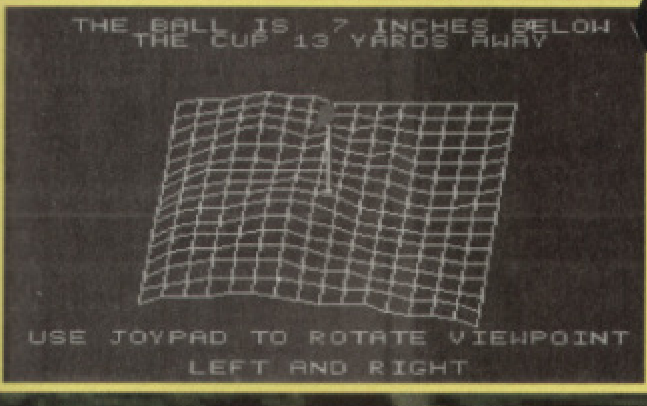


COMMENT

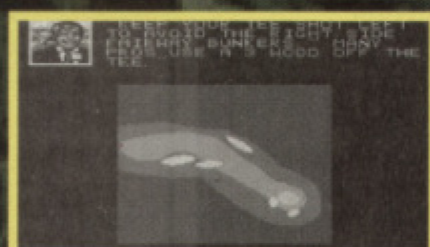
PAUL

Master System PGA plays every bit as good as any other version I have played and is, in fact, better than the Super NES version! Though the update of the screen is slow this isn't much of a problem as Golf is more a thinking person's game anyway. Every feature that has made the PGA series is present, if not slightly 'modified' to suit the capabilities of the machine. Therefore it is simple enough to conclude that this is the best simulation of golf available for Sega's 8-bit system.





▲ *In the future all greens will look this way.*



▶ *Looks like something the cat brought up!*

COMMENT

RICH

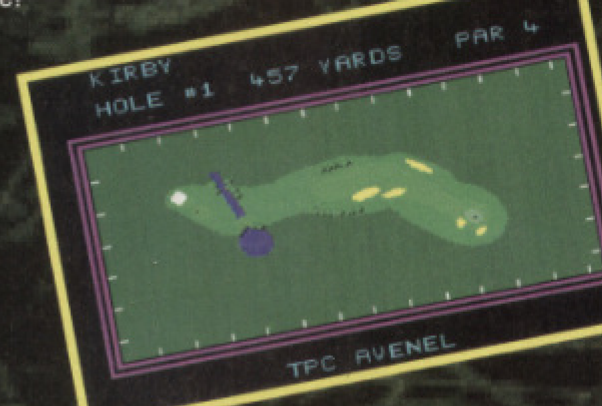
This is a very good version of the Megadrive game, capturing the control method of the original perfectly with just about all the features and courses. There are a couple of problems with the game though. Firstly, the screen update is extremely slow — it takes a good couple of seconds for the screen to form fully. The actual game window is very small as well, with loads of space wasted. However, there's no doubting that at least some of the PGA magic has made its way over to the Master System, making it a good buy for golf fans.

R GOLF

▲ *Harikiri, golfer style!*

HORSES FOR COURSES

Four taxing, 18 hole courses are on offer in PGA Tour Golf — each based on real life events. Test your golfing skills on TPC Avenel, PGA West Stadium, TPC Sawgrass and (made up especially for the game) Sterling Shores. The courses range in difficulty from the rather easy TPC Avenel to the golfing hell that is Sterling Shores. Aieee!



DRIVING FORCE

So, you're a tad sad on the driving front eh? Well, you can practise those gargantuan shots on the driving range. Smack those balls are hard as is humanly possible and see how far they go. Huzzah!

IN THE CLUB

On the course, you have a choice of clubs to use from woods to irons to putting wedges and suchlike. Each club has its own qualities, the most obvious being that they hit for different ranges. The Master System chooses the club most suitable for the range to the hole automatically, although sometimes a manual choice yields better results.



PRESENTATION

86

▲ Just about all the options you could possibly want.
▼ Some of the presentation screens and suchlike are very scrappy.

GRAPHICS

78

▲ The overall look is functional and the animation is okay.
▼ The "action" window is too small, unfortunately.

SOUND

88

▲ Some nice music kicks off the proceedings and some of the effects are good...
▼ Whilst others (the ball being holed for instance) are crap.

PLAYABILITY

88

▲ Easy to get into and utterly addictive, you'll spend hours playing this one, especially with more than one player participating.

LASTABILITY

88

▲ Four courses to master, which should take some time. The multi-player action is a real lastability winner.

OVERALL

88

Although it's not graphically awesome, PGA Tour Golf on the Master System is an admirable conversion of the incredible Megadrive game.




1-2 PLAYERS



PRICE: TBA

BY: FLYING EDGE

RELEASE: NOVEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES:NONE
SKILL LEVELS: ONE
RESPONSIVENESS:SKILL
GAME DIFFICULTY: TOUGH

1ST DAY SCORE

TWO LEVELS COMPLETE

ORIGIN

Derivative platformer based on two of the top-selling comic books around.

HOW TO CONTROL

I always get to do this bit and boy do I hate doing it. Howsabout you use your gaming skills and discover how to control for yourself and I start a campaign to end this annoying section?

- **A** Punch
- **B** Jump, jump!
- **C** Special power
- **S** Starts and pauses the game

HOW TO PLAY

Guide the X-Men and Spidey around platform environs beating up meanies and defeating bosses.

SPIDERMAN X-MEN

ARCADE'S REVENGE

Web-slinging around the sprawling metropolis that is New York is the amazing Spider-Man — freelance photographer Peter Parker in his secret super-powered, wall-crawling persona!

We join him as he begins a new case, tracking down a mysterious individual who has been systematically hunting down the uncanny X-Men and abducting them for reasons unknown.

The X-Men are normal human beings born with a special X-Factor in their genetic make-up that gives them an extraordinary range of super-powers. Led by Cyclops (and at times, Storm), they do battle against mutant enemies, protecting a world that hates them because they are different.

In this conversion of the "smash" Super NES game based on the top-selling comics titles, the player adopts the mantles of Spider-Man and four X-Men as they do battle across platform environs with robot replicas of their greatest enemies — controlled by the evil twisted genius known only as... Arcade (cue screams and frightened gasps)

COMICS LICENSERS PLEASE NOTE

Several members of the MEAN MACHINES crew are avid comics fans and are always amazed by how "watered down" their heroes appear in video games — or arrive on-screen with "extra abilities" they don't have in the comics. We reckon that games programmers should adhere a bit more closely to the original characters isn't that half the point of licensing? This game is the worst offender yet with two X-Men in the wrong costumes (Cyclops, Wolverine), ALL of their powers lessened (Spider-Man can lift ten tons and punch his way through walls but not in this game! Wolverine's healing factor is gone and Cyclops' eyebeams are hundreds of times more powerful than in this game. Gambit is a shallow mockery of his comic persona). Come on programmers pay more attention to the characters you're licensing!



▲ *"Oversized hoovers suck-up super-hero shock! No Britons were involved."*



DRAMATIS PERSONAE

There have been over 20 X-Men in all, with a paltry four making their way into this conversion. Joining them is the premier Marvel superhero, the Amazing Spider-Man. In the game, each character has three stages to fight their way through (except Spidey, who has four!).

SPIDER-MAN



He can stick to the walls, fire off webs and has a premonitional "spider sense" to warn him of danger. He can also jump over 30 feet and can punch with the concussive force of an exploding mortar shell (in the comics not in this game).
In the game, Spidey battles replicas of Spider-Slayer robots and his recent nemesis — the twisted Carnage!

COMICS TRIVIA:
Convinced the X-Men were traitors in the Super Heroes Secret Wars limited series, Spidey took on the entire group of X-Men and caned their asses with ease! To quote Wolverine: "He made us look like fools! Like amateurs!"

▲ *Gambit, man. The coat - yes. The pants - OK. The ear-rings - NO!*



▲ *I think I've fallen Vic. Help.*

CYCLOPS



A very fit, athletic man whose eyes can fire beams of pure concussive force. In the game, Cyclops is locked in an underground mining system and has to use his eyebeams and physical power to outwit the alien guards and destroy the evil Sentinel bosses!

COMICS TRIVIA:
Cyclops' girlfriend, Jean Grey was killed in space by radiation, reborn as Phoenix, saved the universe then killed billions, commited suicide, lived another life as Madelyn Prior and died again! After that, her original body was then found in space in suspended animation (apparently she survived the radiation after all). The amazing world of comics eh?

WOLVERINE

Very fast, agile, with animal-like enhanced senses, Wolverine has a fast-heal ability that enables him to survive many wounds and poisons. He also has a skeleton laced with adamantium (the strongest metal in the comics universe). In the game, Wolvie is in a mad fairground/toy room battling the Juggernaut amongst the other meanies.

COMICS TRIVIA:
Wolverine has adamantium claws that cut through sheet steel like a hot knife through butter. His healing factor retards the ageing process no one knows exactly how old Wolverine is.

COMMENT



RICH

Come on Acclaim, this game is over a year old! It's almost exactly the same as the ageing Super NES game and still has all the faults it had then. The characters' costumes were out of date then and comics fans are going to be very disheartened by the all their heroes' missing powers. So, the licence (which had incredible potential) has been wasted — what's left? A pretty enjoyable and extremely tough platform game. Fair enough — but is it worth forty quid? In short, no. There are plenty of superior platform games about (Sonic II, Tiny Toons, Rocket Knight Adventures, Gunstar Heroes, Flashback... I could go on forever) and this doesn't measure up. I had a good few hours worth of fun out of it, but forty quid is a massive investment and although I like the game, it simply isn't worth the cash.

▲ *"The new underwater light-show at the local pool has customers transfixed. So much so that some are even forgetting to come up for air!"*

STORM



Storm is the mistress of the weather. She can warp weather patterns from miles around to create any kind of condition she likes — except that she can't at all in this game and can only send off gusts of wind (fnerk) and lightning bolts.
Storm's locked in an underwater chamber and must cause the water level to rise to access new tunnels (she doesn't fly like she does in the comics either doh!)

COMICS TRIVIA:
Storm is the only black girl ever born with natural blonde hair and blue eyes. She also suffers from acute claustrophobia. Fascinating.

GAMBIT



Gambit's superhuman abilities involve kinetic energy — the power of movement. He can put so much power into an object that it explodes! He uses playing cards as ammunition. It's a race against time in Gambit's levels of the game — in the first section of the game, he's pursued by a massive spiked ball!

COMICS TRIVIA:

Picture the scene: Gambit has a spike impaled in his leg. His hands are chained above his head and padlocked. How does he escape? By pulling the spike out with his teeth, dropping it down, catching it with his feet and then *using the spike to pick the padlock open with his feet!*. See the X-Men series: The Extinction Agenda if you don't believe us!



SPECIAL GUEST VILLAINS

Spider-Man/X-Men: Arcade's Revenge is packed with robot replicas of some of the most evil characters in comicdom! The unstoppable Juggernaut makes an appearance in Wolverine's level, whilst Spider-Man has to contend with countless Spider-Slayer robots, The Shocker, Rhino, and the evil killer Carnage! The robotic X-Men killers, the Sentinels, also make appearance.

THE CODERS

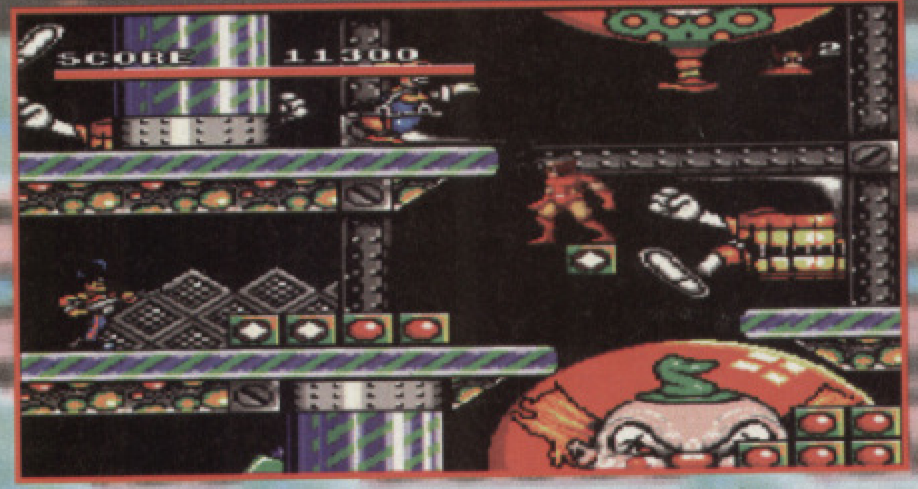
This game is written by celebrated programmers Software Creations. They have countless titles to their credit, including the home computer versions of the Capcom coin-op, Bionic Commandos. Their console games are few and far between. They programmed Solstice on the NES (isometric 3D arcade adventure) and the sequel, Equinox on the Super NES. Spider-Man/X-Men also appeared on the Super NES a year ago. As far as we know, this is their first Megadrive title. All of their games ever have been endowed with phenomenal music, created by Tim Follin. This game is no exception.

COMMENT



PAUL

It doesn't require an X-Men expert to realise that Spider-Man and his associates are sold short in this game. A license such as this is a potential explosion of exciting action enacted by five of the most dynamic superheroes in the history of Marvel comics. In reality the game places distressing limitations on the central characters. Spider-Man is unable to sling a web unless his feet are placed firmly on the ground and Wolverine, quite uncharacteristically, finds traversing a few simple platforms a chore. Storm is neither versatile nor as lithe as her chosen persona implies. Unlike Sega's Spider-Man vs the Kingpin and X-Men titles, where the superheroes weild their powers to great effect, this uncanny bunch are shadows of their mighty selves here. Nevertheless Acclaim give Spider-Man and the X-Men a varied and tough challenge requiring much skill on the player's part. With the exception of the tiresome first stage many interesting variations of the platform theme await. Though the game's most striking feature is undoubtedly its soundtrack it is a fun game to play and commands respect as a decent title despite the somewhat handicapped heroes.



▲ *Wolverine is caught short whilst partaking in a game of musical statues.*



PRESENTATION 50

▲ You can skip the boring intro level once you've completed it...
▼ You can't skip the utterly tedious intro screens, the presentation screens are crap and there's a lack of options.

GRAPHICS 79

▲ Some nice sprites and loads of variety in the backdrops.
▼ Some of the backgrounds look rather 8-bitish to say the least.

SOUND 80

▲ Excellent music and appropriate sound effects.
▼ The music player routine's actual "instruments" are rather sad.

PLAYABILITY 80

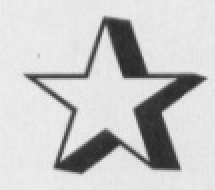
▲ Easy to get into and great fun to play...
▼ But it could've been so much better if the programmers had stuck to the abilities of the actual characters.

LASTABILITY 78

▲ The game's very difficult and there are 16 levels to complete.
▼ The game is so unoriginal in format that experienced players will grow tired of this example of a stale genre.

OVERALL 78

This is a pretty decent platform game, but it's a conversion of a year-old Super NES game and there are better examples of the genre available. It's not a great licensed conversion and certainly not worth the asking price.



MEGA

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FOR SALE

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AMIGA 500 (boxed), word processor, over 40 games (including demos), Citizen 9-pin colour printer, joystick and mags. Tel. (0476) 870930 (Lincs/Leics), after 5pm.
MEGADRIVE with 14 games, including: Sonic 2, Ecco, Lemmings and 4 RPG's, worth £530, sell for £200. Tel. David on (0752) 550639.
ATARI ST FM for sale, 1Mb upgrade, joystick, mouse, monitor lead and about 30 games, only £125 ono, immaculate condition, if interested, please cntact James on 051-737 1857, will swap for a SNES, no games needed.
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LISTEN UP! Megadrive and 3 games: Sonic 1&2 and also Street s of Rage, plus 1 normal and 1 turbo joypad for sale, £80 ono. Tel. 071-731 1776, after 6pm. If you're quick, I'll throw in a mystery free goft!
WHAT A BARGAIN! Sonic the Hedgehog and mega games which includes Columns, Super Hang-On and World Cup italia '90, not only this, but 22 free mags, (vg Mean Machines etc) all for £49, worth £115.70. Tel. 071-537 3491, ask for Shaun.
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MEGADRIVE GAMES for sale, Alien 3 £25, Super WWF £25 and James Pond £20, all fully boxed with instructions. Tel. Tim on (0222) 564172.
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AMAZING Megadrive+CD games for sale or exchange, for list tel. (0232) 844473, latest games at decent prices, oldies at £10!
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SEGA MEGADRIVE £75 inc. 5 games, Sonic 1, Lemmings, Spiderman, Streets of Rage, Illusion. Tel. (0708) 342546 ask for Robert (Romford, Essex).
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AMART 

EVERY ISSUE of MM and MMS Sega plus many other mags (MegaTech, Sega Power, etc) £5 for 1992/93,, £10 1991 £15 1990. Also Toe Jam & Earl £15, some posters and videos various prices, free advice with monitor/speaker wiring. Tel. Leigh on (0233) 624185.
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SUPERB BARGAIN! A mint condition, still boxed, Amiga 500+ with many full price games. Tel. Chandran on Gravesend (0474) 334680, now!
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AMAZING MEGADRIVE, SNES & Mega-CD games for sale or exchange, new titles – good prices; older ones from £10! Tel. (0232) 844473.
SWAP my Megadrive with 14 games, including: Micro Machines, Flashback, Ecco, Megalomania, Tiny Toons for your Neo-Geo with 4 to 5 games, particularly Art of Fighting or Fatal Fury 2 and 2 controllers or sell for £600. Tel (0303) 250961.
I WOULD LIKE to swap Chuck Rock & Mega games, 1 including Super Hang-On, World Cup Italia and Columns for Super Kick-Off or any RPGS. Call Paul or Andrew on (0206) 871089 (Colchester). Any decent games given thought.
SWAP S.Monaco, Aliens, World Cup Italia '90, Power Strike for Master for Super Real Basketball, Prince of Persia, or others. Tel. 051-228 7376.
I WILL SWAP Budokan for Sonic II or Micro Machines or Flashback. Tel. (0284) 810292.
I WILL SWAP Pacmania, Strider, Joe Montana, Mike Ditka, John Madden Football plus many others for any decent games. Tel. (0993) 882274.
SWAP Master System with 6 games for Game Boy or Game Gear with 1 game. Tel. (0903) 751462, between 5-9pm.
I WILL SWAP a Sega Megadrive with Super Kick-Off, Super Wrestlemania and Sonic with 2 joypads, mint condition, for either an Atari 520ST or 1004ST, or sell £150, if interested phone (0621) 819275.
SWAP my Desert Strike, Madden '92, Mercs, Twinkle Tale, Marbie Madness, EA Hockey, Bare Knuckles, Robocod for Rainbow Islands, Gods, Arcuss Oddysey, Sword of Vermillion, Phantasy Star 3, Wonderboy 5, all boxed, will pay £2 on top per game. Contact Jamie on 081-983 3788.
SWAP my Megadrive (Jap CD) needs CDX convertor, Master System convertor + 2 games, 10, 80% + MD games, 4 CD games 2 infa red control pads, 1 turbo joypad + (Quackshot), would like to swap for Amiga A1200 with mouse mat, extra drive, games + joysticks, dustcover! Tel. (0768) 899773.
SWAP my CDTV Amiga for Megadrive or SNES, any games. Tel. March on (0268) 781096, after 6pm, please.
MEGADRIVE will swap Superman for Road Rash II. Tel. Keir on 071-328 3295 (or swap for Jurassic Park).
I'LL SWAP my Megadrive games, Golden Axe, Streets of Rage, Castle of Illusion, Alien 3, for After Burner 2, Micro Machines, Another World, Road Rash I or II, Pit Fighter, California Games and Ghouls 'n' Ghosts. Tel. Nathan on (0602) 497931 (Nottingham area).
MEGADRIVE GAMES for swap or for sale, Micro Machines, Ghouls 'n' Ghosts, Tazmania, Mario Lemieux, Hockey. Tel. Conal on (0232) 763349.
WILL SWAP Flashback or Megalomania on Megadrive for Road Rash 2 or World Trophy Soccer. Tel. (0734) 424110 (Reading area only).
ATARI 520STE with many games, joystick and mouse, very good condition, wll swap for Amiga 500+. Tel. (0422) 846010 and ask for Chris after 5pm. Games include; Robocop, James Pond, Chase HQ, Teenage Mutant Hero Turtles and many more.
I'LL BE BACK! Swap Terminator for Sonic 2 and swap Galaxy Force 2 for Strider, if interested, call Daniel on (0377) 257386.
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SWAP boxed SNES with 10 games, includes: Mariokart, SF2, Contra 3, Final Fight 2 plus Pro Action Replay with book of codes. I want Amiga 1200 preferably with 20Mb ram with software. Tel. Ricky on 081-368 7486.
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NES FOR SWAP 2 joypads, 9 games, mint condition plus Game Genie for 3 Megadrive games. Tel. (0736) 753789, after 6pm.

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WANTED C64 disk drive £40, Speccy +3 with multiface £50, Amiga with lots of s/w will pay £150, also Atari 400 s/w and Atari 2600 console £25. Write to: S. Macey, Flat 9, 22 Moorland Road, Leeds LS6 1AJL.
DESPERATELY needed, original Mean Machines Issues 11-14 and 18, will pay £2.50 each or £15! for all. Tel. Edward on (0428) 683140.

PEN PALS

I'M LOOKING for a girl Pen Ppal aged 11 to 12. Write to: Danny Chambers, 173 Burnley Road, Blackburn, Llancashire BB1 3HN.
13-YEAR-OLD boy looking for Megadrive owning pen friend. Write to: Andrew McPhie, 2 Eskview Grove, Dackeith, Midlothian EH22 1JW.
DO YOU WANT a Pan Pal? Are you aged 14-18? If you are, join YPC Pen Pal Club. its's free. Write to: 28 Glyme Way, Long Hanborough, Witney, Oxon OX8 8JT.

MISCELLANEOUS

FOR SALE, SMS3201 and Q Games, only £2 each. Send an SAE to: Simon Chan, 55 Dickson Street, Widnes, Cheshire WA8 6NX, for a full list of available titles.
FOR JUST £1, I can give you information on the cheapest Mail Order Supplier of any Megadrive game! Send games list to Shao Chan, 20 Charlecote Ave., Braunstone, Leicester LE3 2SH, with SAE and £1 cheque.
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DIAL A CARBOOT SALE, everything from guitars and discmen, computers and games to radio-controlled cars, top Megadrives games: NHLPA, Hockey '93, PGA 2, Tazmania, Sonic 2, Streets of Rage, etc. Lots of misc. games. Tel. Malcolm on (0494) 712717, for list and prices.
PLAY REAL arcade machine games on a Scart monitor! For details of our arcade board controller, send large SAE to: Protek Systems, 28 Churchfields, Bradford, W. Yorks BD2 3JN.

MESSAGES

FOOTBALL GAME LEAGUE to start on September 8th. Manage a team from the 4 divisions. Write in quick, if there is a team you want. Full information, send SAE to: B. Cleminson, 7 Cooper Close, Cropwell Bishop, Nottingham NG12 3DL. There's still time!
MEGAZINE the brand new Fanzine for Megadrive owners. Who wants a whole lot more than reviews! This is only for the serious gamer. No cack guaranteed! Please send £1 cheque to: D. Heath, 4 Camelot Gardens, Rushley Park, Basildon, Essex SS13 1AN.
100% MEGADRIVE TIPS, 18 pages, 70 games £1 only, plus free offer for Sega Pro Master Tips Book Chance, also to order a monthly magazine. Cheque/PO payable to: Chris Reeve, 14 Blacksmith Lane, Thorpe on the Hill, Lincoln LN6 9BG.



1-2 PLAYERS

PRICE	TBA
BY	CODEMASTERS
RELEASE	NOVEMBER

OPTIONS

CONTROL: JOYPAD
GAME DIFFICULTY: HARD
CONTINUES: NONE
SKILL LEVELS: 1
RESPONSIVENESS: ABSOLUTELY GREAT

1ST DAY SCORE

LEVEL II

ORIGIN

Conversion of the already classic NES title also available on Megadrive.

HOW TO CONTROL

Easy, just use the D-Pad to steer and the buttons to accelerate and brake.

1 Accelerate

2 Brake

S Pause/unpause

HOW TO PLAY

Steer your car around the multitude of tracks in a number of kooky vehicles, racing against three other opponents. Come first or second to qualify — or perish, mortal!



Jamiroquai — posing paragon of pop. You know, the one who can't grow his own Afro so he wears that big wiggy hat instead. However, that same hat hides a dark and terrible secret. Concealed inside the fluffy headgear is a small demon named Steefy One-Darr, who controls Jamir and forces him to do evil deeds (like release his godawful records for a start). Poor old Jammo is powerless to take the hat off, and is thus led astray into an orgy of chicken worship and wallaby sacrifice (er, allegedly). Only one team can save him — The Micro Machiners.

These shrunken racers each control their own mini-vehicles, and have pledged to free Jamser from the vile influence of One-Dar. Their plan is to sneak under the brim of the enchanted cap, an easy task given their reduced size, and, er, drive all over the malignant troglodyte until he submits. Or something like that anyway. Look, they haven't really got past the planning stage yet, alright? Their busy racing their little hearts out in the phenomenal Game Gear conversion of their popular hit game (© Tenuous Links Inc 1993).



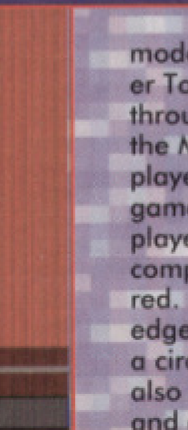
▲ *You can stick yer Shreddies, I've had FOUR Shredded Wheat this morning.*

FEEL THE WIDTH

There are two simultaneous two-player modes. The first is the standard Gear-to-Gear link up for you and pal to play in comfort and hygiene. The second is a revolutionary two-players-on-one-machine mechanism. In this mode, both players' cars accelerate constantly, leaving no need for those messy buttons. One player uses the D-Button to steer his car left and right, and the other uses the I and II buttons! This means you can still enjoy double-up entertainment even if you're in the quite-likely predicament of living in a one Game Gear town.

HERE COMES THE HEAD-TO-HEAD MODE MAN

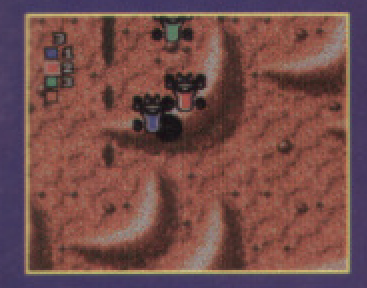
There are a multitude of play modes available. There's the standard one-player Tournament, where the player races his way through an array of opponents in the quest for the Micro Machines crown. There's also the two-player head-to-head option. The object of this game is to completely fill the points bar displayed in the corner of the screen. This bar is composed of eight circles, four blue and four red. Every time a player reaches the forward edge of the screen they score a point and colour a circle. Get the lot and it's victory. This option also has a one-player incarnation, with just you and a computer driver battling it out.





THEY'RE MICROEY, THEY'RE MACHINEY

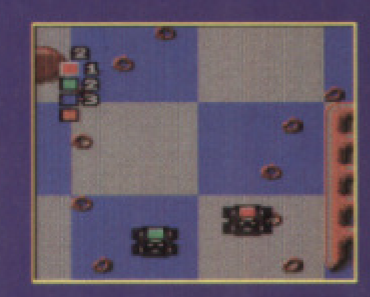
The true stars of Micro Machines are, of course, the Micro Machines themselves. These beasts come in many shapes and sizes:



TURBO WHEELS
These sand-hoppers are sprightly buggies. With a high top speed, cornering is a little tricky, and their light weight means they bounce around a great deal if they hit so much as tide mark.



SPEEDBOATS
Bathtime racing is the order of the day here. Steer clear of the plughole which swallows your boat and the soap suds which slow you down and bounce you around.



4X4
A good start to the day, these slower breakfast table racers are easy to control and not too demanding. Still, there's always the other drivers, sticky marmalade spots and obstructing waffles to worry about...




WARRIORS
Fitted with front-bumper detonators crashing into another Warrior generally leads to these trucks blowing up! Also watch out for their skiddy cornering and the glue spots and oil slicks around the track.



TANKS
Pondering and cumbersome with a wide turning circle the tanks don't seem to have much going for them. However each tank is fitted with a cannon fired by pressing the II button! One hit temporarily destroys any tank, allowing you to get a clear lead.



SPORTSCARS
Very nippy, but cornering can be a problem at first. Try to get the hang of the Miami Vice-style "power skid" for maximum advantage and pose power.



FORMULA 1
The ultimate challenge, the F1 cars are very, very fast and very manoeuvrable, but the courses they're set on are the trickiest out! Going heck for leather is the only possible road to victory, which only makes things harder.





RAD

Micro Machines is quite possibly my fave game in the whole world, and I was gobsmacked when I played the Game Gear version, which I think is slightly better than the brill Megadrive cart. The sprites are far more detailed, although some of the background detail has been cut to speed things up. Other than that, every course has been perfectly replicated, along with all the music, and it's been made harder. My main complaint with the Megadrive version is that it's too easy in one-player mode, but the Game Gear version is rock. The two-player-one-machine mode is a great idea, and whilst it doesn't completely work, it's good enough,. But it's with a link-up that Micro Machines really comes into its element. Certainly the best Game Gear title available.

COMMENT



LA LUCE

Hurrah and huzzah for Codies. It's games like this which will keep the Game Gear alive and kicking for eons. You really have to admire them for having the courage to try out something like the two-players-one-Gear mode which, although not utterly brilliant is still good fun and a totally unique new feature. The game itself is fast, fun, utterly playable, really great to look at and listen to, all the tracks are brilliantly recreated and apart from a smidgen of sprite flicker, has everything you could ever want from a Game Gear racing game — top stuff. Go and buy. Now!



PRESENTATION 92
▲ Loads of intermission sequences and the like.
▼ Although it's the same one every time.

GRAPHICS 87
▲ Some of the sprites are amazingly detailed, and everything is pin sharp, with little blur.
▼ There's a little bit of sprite flicker

SOUND 79
▲ All the Megadrive tunes and effects are here.
▼ Although they weren't particularly great in the first place.

PLAYABILITY 97
▲ It's GREAT! It is! It iiiiiiiiiis! The most playable and consistently addictive game ever to hit the Game Gear.

LASTABILITY 94
▲ Loads of courses, and it's actually quite hard, plus the new head-to-head CPU option prolongs single-player life.

OVERALL 94
Probably the most playable game around at the moment. Essential beyond a doubt for Game Gear owners.





HAND SHANTIES

The many levels of Ecco (there are 17) start as you'd expect in watery coves and quiet inlets. They soon progress, as the story unfolds, to the frozen land of icebergs and later to prehistoric seas, filled with primordial life. Add to that trips through ancient Atlantean ruins and the alien fluid ways!



▲ Ecco: Hello Mr Whale, I'm Ecco. Whale: Chuff off you smiley-faced dolphin git!

◄ It's Dolphin burgers for tea for these plucky extra-terrestrials.

COMMENT

GUS

Ecco Game Gear looks stunning because the graphics so closely match those of the Megadrive. The programmers have done a great job with the look of the game. It also features the same original blend of puzzle action and exploration. However, the 17 levels on this cart are even harder than the Megadrive's, while the control is slightly less reliable. The result is a frequently frustrating game. This is a great Game Gear achievement, but the excessive difficulty will spoil it for some.

More calming than an hour in a flotation tank, more intoxicating than a 'Fruits of the Forest' joss-stick, more atmospheric than a sunken Spanish Galleon; no wonder Ecco was such a great Megadrive success. This conversion follows almost a year to the original, and presents the game in much the same way. Some levels are missing, and some puzzles have been changed, but the handheld version of our fave dolphin chum is a chip off the 16-bit block.

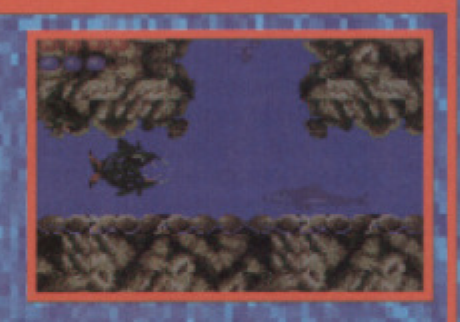
ECCO



DRAMA!

Ecco has some dramatic moments — like swimming through shark-infested waters, conversing with a globular helix, travelling through time (an amazing sequence) and fighting a huge beetle boss. The rest of the levels feature puzzle-based action, like moving starfish to eat walls.





▲ If you look hard enough you can see a fleet of Norwegian fishermen approaching. Out on a bit of "scientific research", no doubt.

PRESENTATION	71
A password option, and the presentation matches that of the Megadrive.	
GRAPHICS	93
Fantastic! Although it's sometimes hard to make out enemy sprites.	
SOUND	74
The dolphin song's great but the music doesn't catch the spirit of the MD Ecco.	
PLAYABILITY	89
Ecco has gameplay of a depth and complexity that is rare on the Game Gear.	
LASTABILITY	85
Seventeen levels are going to take a lot of battery charges to see through.	
OVERALL	88
Ecco has come up trumps on every format. An outstanding title within the Game Gear library	

COMMENT



LUCY

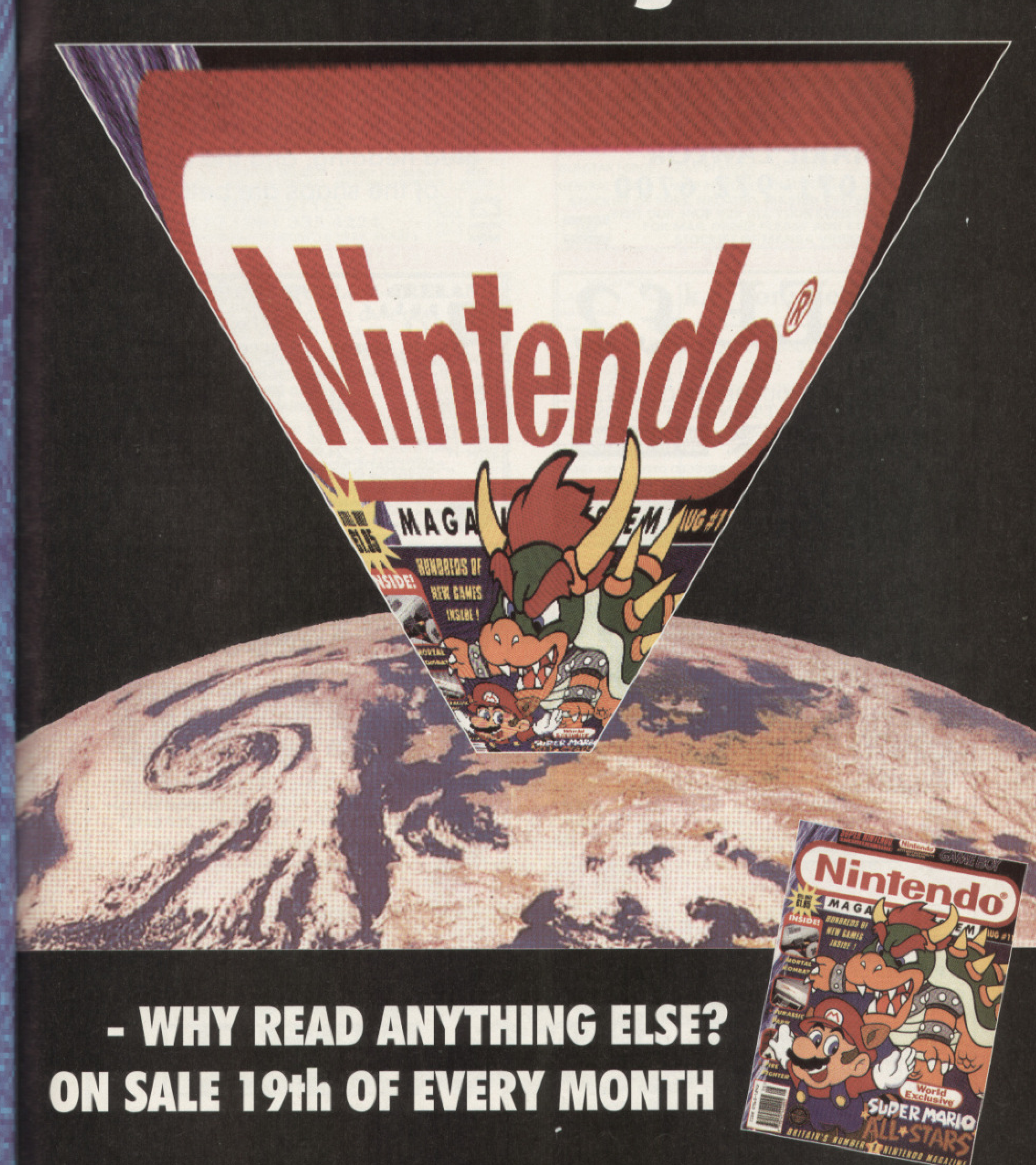
Small but perfectly formed is what immediately sprang to my mind when I saw this Game Gear conversion of Ecco. As with all the other versions, this is graphically superb and super smooth too. I must admit, I found even the Megadrive version utterly frustrating at times and you certainly don't get off scot-free with this — it's rock! All in all a great, if frustrating conversion and a good addition to any Game Gear library.

SOUND POLICIES

Ecco has the dolphin's characteristic of using sound for navigation and communication. To locate your position in a level, fire a sonar beam and hold it. The bean returns with a map of the level. Firing a sonar beam at another creature is the same as talking. Glyphs can also reveal messages.



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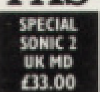
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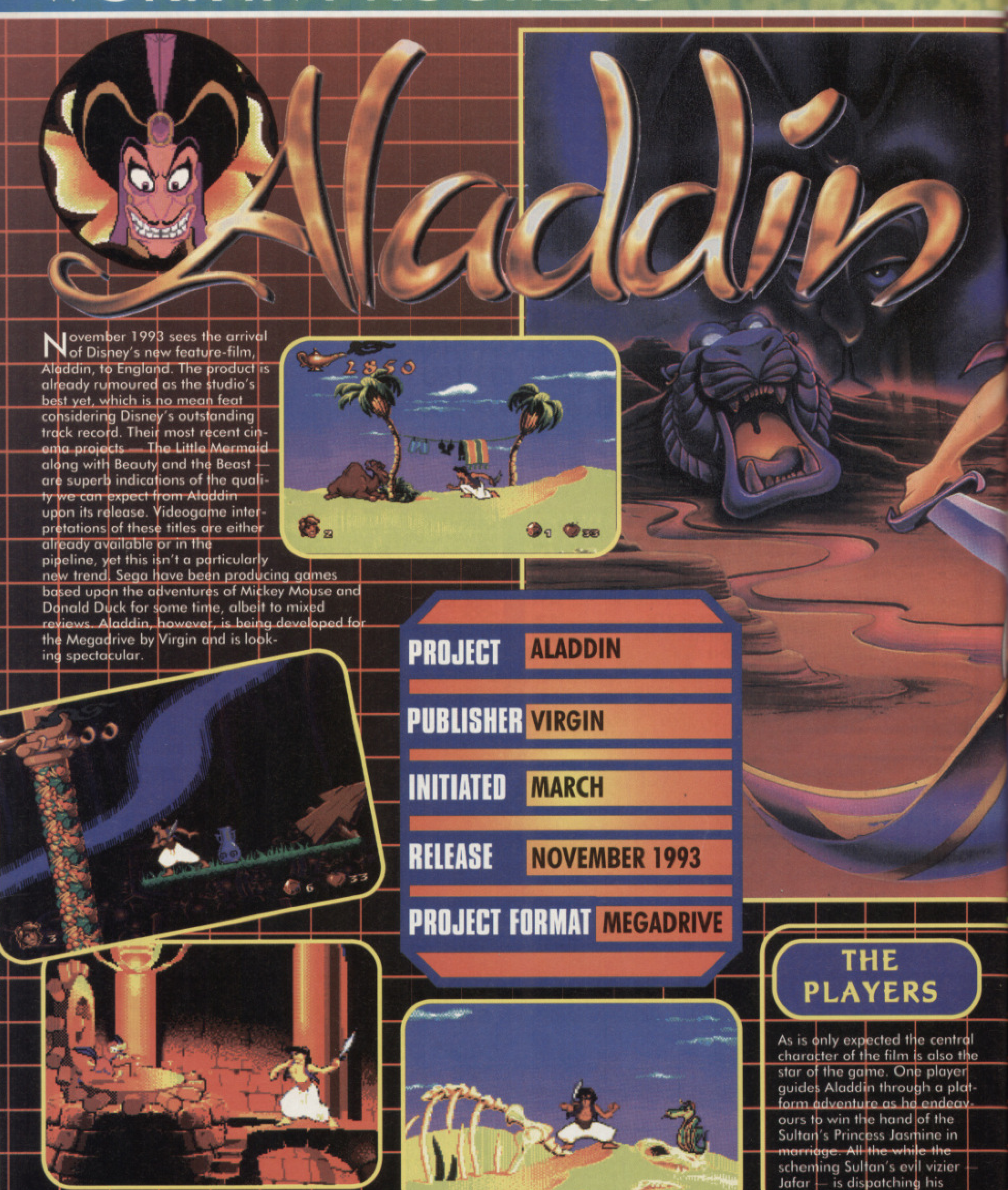
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Aladdin



November 1993 sees the arrival of Disney's new feature-film, Aladdin, to England. The product is already rumoured as the studio's best yet, which is no mean feat considering Disney's outstanding track record. Their most recent cinema projects — The Little Mermaid along with Beauty and the Beast — are superb indications of the quality we can expect from Aladdin upon its release. Videogame interpretations of these titles are either already available or in the pipeline, yet this isn't a particularly new trend. Sega have been producing games based upon the adventures of Mickey Mouse and Donald Duck for some time, albeit to mixed reviews. Aladdin, however, is being developed for the Megadrive by Virgin and is looking spectacular.

PROJECT	ALADDIN
PUBLISHER	VIRGIN
INITIATED	MARCH
RELEASE	NOVEMBER 1993
PROJECT FORMAT	MEGADRIVE

▲ *Only the best will doodle-do for my supper!*

THE PLAYERS

As is only expected the central character of the film is also the star of the game. One player guides Aladdin through a platform adventure as he endeavours to win the hand of the Sultan's Princess Jasmine in marriage. All the while the scheming Sultan's evil vizier — Jafar — is dispatching his guards to capture Jasmine's

GAMES GENIE-US

An incredible total of 45 people are involved in the production of the Aladdin game, one of which is programmer Dave Perry. As with the Jungle Book project this one is doubtless to earn him even more esteem. He deserves it too. Other than Mowgli in Jungle Book the transition of a Disney character to a video-game has never been so successful. Within the confines of this platform environment the Aladdin sprite still embodies the spirit of its celluloid brother and portrays the wit and charm of this Arabian hero to near perfection. Such freedom of movement is also afforded the enemy characters too, lending every scene in the game a vibrancy and fluidity that shames the rigid appearance of many other platformers.



▲ *Nhhhhg!*



▲ *Clang!*

would be suitor. (Aladdin's marriage to Jasmine would threaten the control that Jafar has over the Sultan and, ultimately, of Agrabah). Of course there are other, less conventional, dangers awaiting Aladdin as the journey leads him through eleven stages of discovery. Here's a brief preview of the kind of activities Aladdin is faced with.



▲ *You criticise my kebab — I kill you.*



▲ *Hey! It's Dana.*



▲ *Don't worry kid, you're on top — go get him!*



▲ *Boinng!*

AGRABAH

Aladdin's home turf. Our hero has learned that the key to survival is to become some kind of street thief, so takes to retrieving coins as he bounds through Agrabah Market. Flag poles are used to propel the acrobatic pilferer through the air as Jafar's guards hop comically over hot coals in the streets below. Aladdin visits Agrabah a second time in the game where he takes to the rooftops and finds that magical ropes are his best ally.



▲ All artwork © The Walt Disney Company.



THE DESERT

The main source of amusement here is the camels. Though Aladdin met them in the market place they crop up more frequently amongst the dunes where their spitting antics are used to dissuade the vizier's guards from doing their job.



▲ I'm a one-handed wonder!

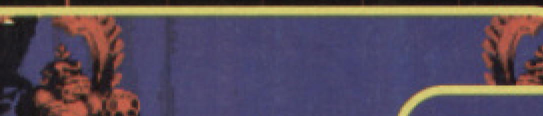


CAVE OF WONDERS

Bats flit about Aladdin's ears as he clambers from the cavern roof and pools of water are deathly cold. Aladdin's only concern is to escape from the cave of wonders though players might want to keep him hanging around for a while just to admire the scenery.



▲ Give me the jewel! I will have the jewel!







THIEVING MONKEY!

Abu is Aladdin's pet monkey, and is the lad's partner in crime. Occasionally a bonus level presents itself where Abu attempts to retrieve as much treasure for his master as possible within a given time-limit. Pots containing various paraphernalia drop from the sky onto Abu's slight form, whereupon he smashes them open with his trusty sword.



THE SULTAN'S DUNGEON

Undaunted by having been thrown into this rancid environment, Aladdin evades the gropes of the more deserved prisoners and dices with various instruments of torture. *Shiver.*

▲ *Galloping Gonads. Mind the balls, marlon*

▼ *Sorry, I forgot to use Gold Spot today*

▲ *Run for your lives!*

MAGIC CARPET RIDE

There are two occasions where this most extravagant of floor coverings rushes to Aladdin's aid. Both are a test of Aladdin's nerve and the player's reflexes. Having discovered the carpet in the Cave of Wonders the pair proceed to soar at speed from the cave and are later reunited for a hair-raising sprint through the Sultan's palace!

▼ *Lifted to the heights by a trouser snake.*

A THOUSAND AND ONE WAITS

Though it isn't our position to make a comment on this title at the moment it is safe to say that the end result isn't likely to disappoint. Many of us here at MEAN MACHINES have played the game and are all very impressed. Anyhow, issue 14 contains the full review where you can find out exactly how well Aladdin fares... and that's just one month away.



ADVERTISERS INDEX



JIM POWER

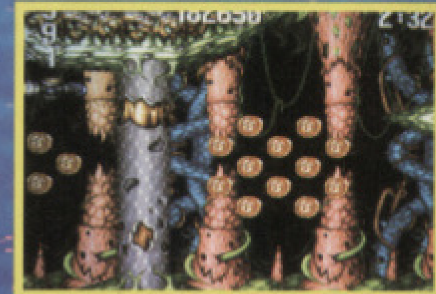
Coming soon to a Megadrive near you is an intruiging new concept in video gaming. Jim Power, a seven level arcade action extravaganza from France-based Loriciel, is actually programmed to work with 3D glasses which, unlike other 3D-associated pictures, looks equally okay without them.

The game combines three platform levels where, jumping, ducking, shooting demons from hell and avoiding traps is the name of the game. Two shoot 'em up levels where aliens attack your spaceship giving you the excuse to go in for a completely trigger-happy fest, and then there are the two exploration levels where the trick is to find your way inside a labyrinth and tower — making sure you use your limited door keys wisely. There are five end level monsters which are utterly HUGE including the Flying Shellfish, Hell's Destroyer, Red Skull, Metal Roadster and the sinisterly named Guardian.

The player controls young Jim Power, making him drive a spaceship, take on the baddies and jump and fire at will. There are bonus items galore to collect on the awesomely original trip to save the world. The game is really colourful with lots of massive, colourful sprites. Neat idea that 3D business but you'll have to tune into a future issue to see if it really works.



▲ *Ha ha demon from hell — you can't see me cos I've got my eyes closed!*



CHAOS EN



Chaos Engine first hit the Commodore Amiga earlier this year and. although judgment was reserved at first — the game appeared to share too much in common with Gauntlet — this new Bitmap Brothers title soon proved its worth and became a classic. Now this manic tale of a 19th Century computer gone berserk is being prepared for the Megadrive!

The Bitmap Brothers are the team who programmed Speedball II and there are elements of that superb game built into the Chaos Engine alongside a hint of Smash TV and a tip of the hard-hat in the direction of Mercs.

In the US, the game is titled Soldiers of Fortune which is fitting as the story tells of six war-hardened mercenaries who rage against the disastrous invention of a Baron Fortesque. Said invention is the Chaos Engine — a primitive form of biological computer with the power to alter time and space.

What concerns the six heroes of the tale is that the Engine is mutating all life on the planet into hideous beasts. One or two players assist the mercenaries in their cause but exactly when they are likely to get the chance is unsure. Renegade — the development team — are speculating towards a January release. Let's hope it's much sooner!









Look, I've got nothing against the odd game of Hoola-Hoop but this is getting absolutely ridiculous!







NGINE



Now would sir like the huge, enormous, ass-kicking type gun or this modest little nuclear bomb?







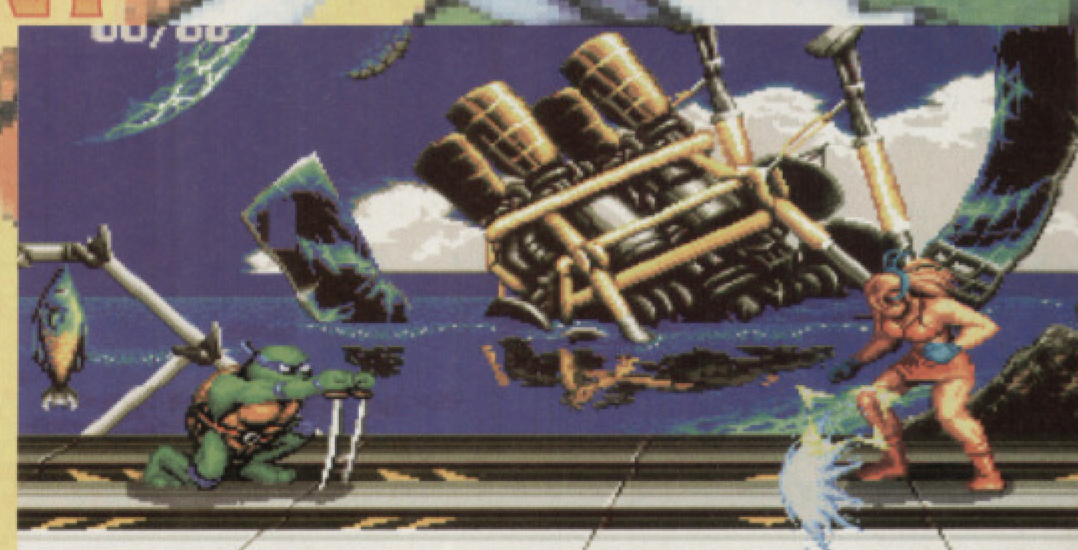


Look, this geezer is hard all right? He iiiiiiiis!





TOURNAMENT FIGHTERS





▲ Oooh, this one looks interesting doesn't it?

▲ Leonardo practises his skiing techniques.



▲ "What are you looking at? Come on then, outside! We'll take you all on."



▲ Hmmmm. Fascinating.



▲ Good turtle versus evil turtle in this packed picture.

You'd think four adolescent turtles bleating "Cowabunga" and "Awesome Dude" would be quite enough for any game but never able to get enough, Konami in this new Megadrive beat 'em up, have doubled our heroes — Michelangelo, Leonardo, Raphael, Donatello — by having them cloned by an arch villain intent on stuffing the world and the universe as we know it.

And the aforementioned mega-baddie, not content with recreating the superheroes, has also copied all their friends — Sisyphus, April, Casey and Ray — and nabbed Mr Goody-Two-Shoes Splinter just as he was getting to the good bit in his meditation.

It's up to our intrepid creatures of the deep to boost up their killing meters and batter the pretenders into submission through some weird and wonderful levels before reaching Dimension X and rescuing the boss.

Alone or with a mate, the player as one of the turtles or their friends gets into some serious fighting action with a huge array of moves to choose from. The fighting action certainly looks pretty frenetic and the backgrounds, in typical Konami style, are gorgeous. We'll bring you the full low down next month.









▲ *Watch out bellow! Sonic uses wind to get his ring.*



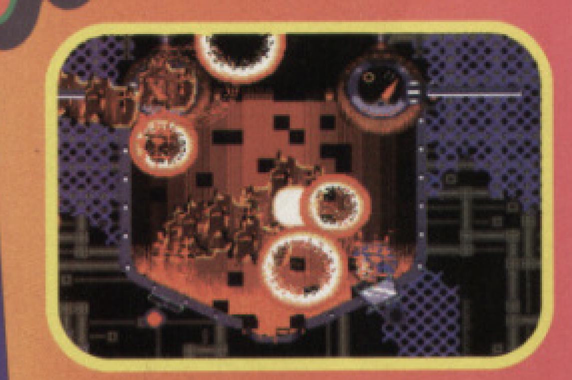
▲ *Guess he just flipped out.*

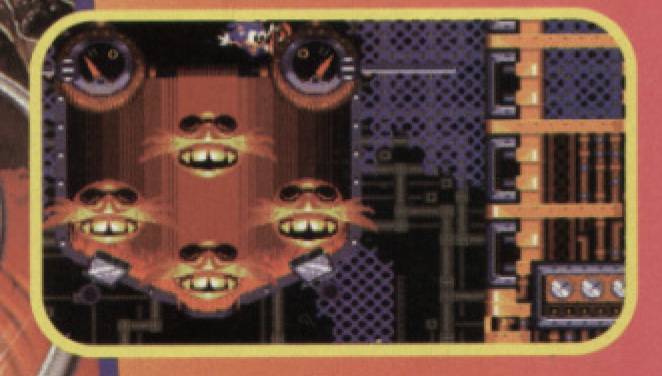
SONIC SPINBALL

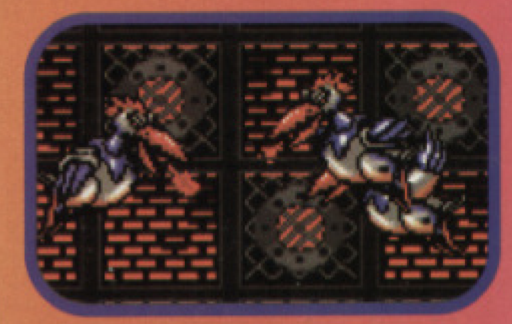
The amount of dosh Sonic the Hedgehog makes for Sega is enough to make anybody's head spin, and spin that blue spiky thing certainly does as the star of his own brand new Megadrive show — Sonic Spinball.

In this spin-off from Sonic 2's Casino Night Zone, Sonic's arch-enemy Dr Robotnik is yet again the bad guy and has captured more of Sonic's fluffy mates and imprisoned them in the Veg-O fortress — a robot factory set within a volcanic island. The island is protected by the Pinball Defence System — a pinball environment laden with Robotnik's fiendish traps.

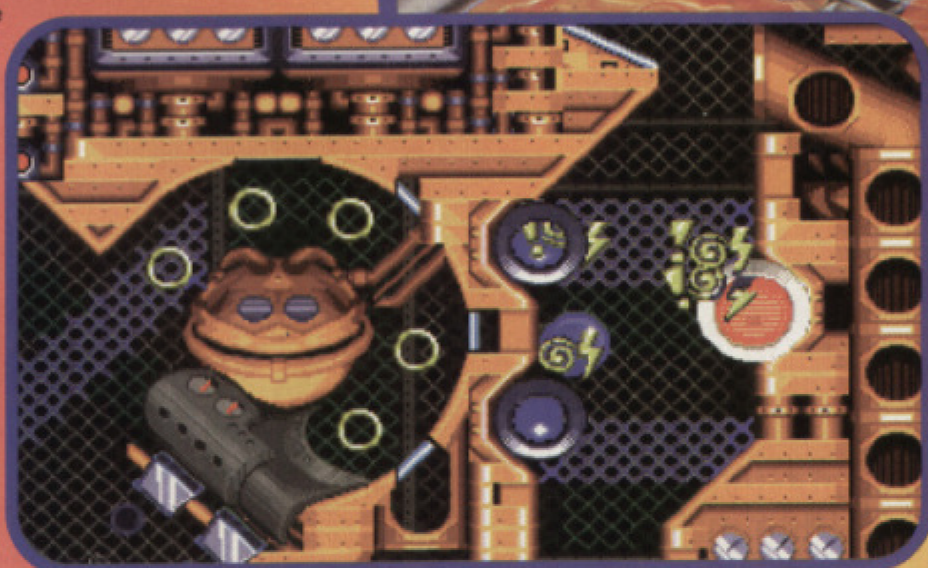
Sonic is armed with a formidable bunch of new moves as well as his old faithfuls — the spin attack and power sneakers as he zooms around the island, taking on the likes Roboctopus, hedgehog-munching plants and mechanical worms. As you can see from these screenshots, pinball is the name of the game and it's looking pretty neat even at this early stage. We'll bring you the whole flipper-pumping low-down in next month's issue of MEAN MACHINES.



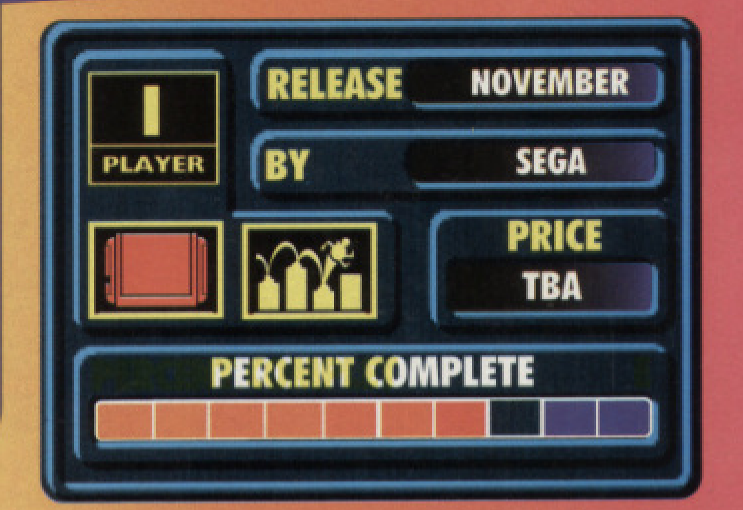




▲ *Two large cocks on this screen.*



▲ *Lightning strikes more than twice on this screen.*



1 PLAYER	
RELEASE	NOVEMBER
BY	SEGA
PRICE	TBA
PERCENT COMPLETE	

NEXT MONTH

Okay kids! It's Next Month time! That's the filler space we just luuurve to stick some complete toss into, revealing absolutely nothing at all about the real next month! And why, I hear you ask? Well, because all our snotty little rivals will try spoiler tactics (though they'd never succeed) and leave us feeling pretty narked. So I'm not going to tell you that Virgin's rather odd, all-talkin' all-flyin' Dune CD game is our exclusive property, or that the new James Pond game, Operation Starfish, will be filleted for you in a full review. And it's hardly my place to inform you that all the regular features will be in place, the crew are at their stations and no-one has been sacked at all. In fact, my heart will barely skip a beat, more's the pity. It'll be the same old drudge for us, in this garret they call an 'office'. Rad will still be wearing his green shirt, Dave will still be sticking up pictures of Irene Handl in the toilet, and Paul's quest to collect little Japanese toys and perfect his pronunciation of import game titles will continue. And the designers will probably insist on playing 'pass the disk drive': when the music stops the person who's carrying it gets to use it. Must it be this way? It's draining my life-force. This magazine must be stopped — it's ruining people's lives. Stop Mean Machines! You will not buy! You will obey me....pszzzt.....Urrrrgh!



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*Titled "The Fantastic Adventures of Dizzy". No Italian or Spanish "in game" text.